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The following explorations in illumination effects have been based on Faber Birren's ground-breaking research in color theory. Birren summarized some of his findings in a book called *Color Perception in Art* that was an instant success among artists and designers all over the world.

The study of the interaction of light and surfaces revealed a great deal of new information that was only intuitively understood before; these new insights gave a new tool for artists and designers that was especially manifest in the genre of Op art. The role of light and color in visual design are such important issues that I think every graphic artist should know about them; my hope is that the opensource art community will find these ideas useful.

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