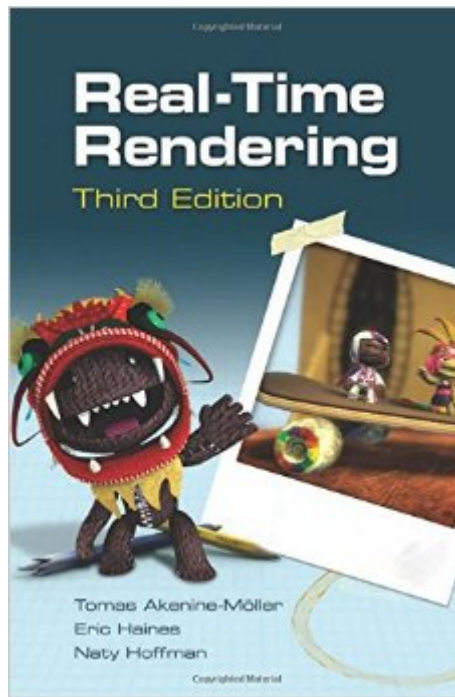


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# Real-Time Rendering, Third Edition



## Synopsis

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures.

## Book Information

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## Customer Reviews

This book is a great collection of almost current practical rendering techniques. Very basic theories/ideas for game engine, basis for game client programming as well as the necessary knowledge for understanding DirectX and OpenGL, in short, almost all stuffs of graphical rendering topics are covered by this book. I think of that this book consists of three major parts by three different coauthors. (But the consistency of the entire book content is kept well; the related issues in different sections/chapters are referred/linked with each other exactly.) It covers, BASIC SUFF AND LIGHT (Basic Vector Calculus, Basic Optical Science) Basic logical tools for graphics - Matrix, Projection, Terminologies, Basic graphics concepts - Aliasing, Morphing, Sensor, Color, Texture, Characteristics of light - Spectrum of Light, Irradiance, Reflection/Refraction, etc. RENDERING TECHNIQUE (More Artificial Technique) Illumination, Shading, Mapping, Effects, Bill boarding,

Fogging, Silhouette, Cartoon-Rendering, etc. GEOMETRY AND PERFORMANCE Line, Surface, Culling, LOD, Space Partitioning, Collision, Performance, GPU Pipeline, etc. It cites a lot of references on graphics/rendering/shader books, mathematics, journals, treatises and articles on the both side of online and offline. But the subjects/content of each section are written in brief and clear way to understand them due to that this book tries to avoid using complex formulae or equations. Recommending to find/read the original references to get more details for those kind of formulae, this book focuses on the major flow of how the techniques are derived and applied to.

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