Real-Time Rendering, Third Edition

Tomas Akenine-Moller, Eric Haines, Naty Hoffman
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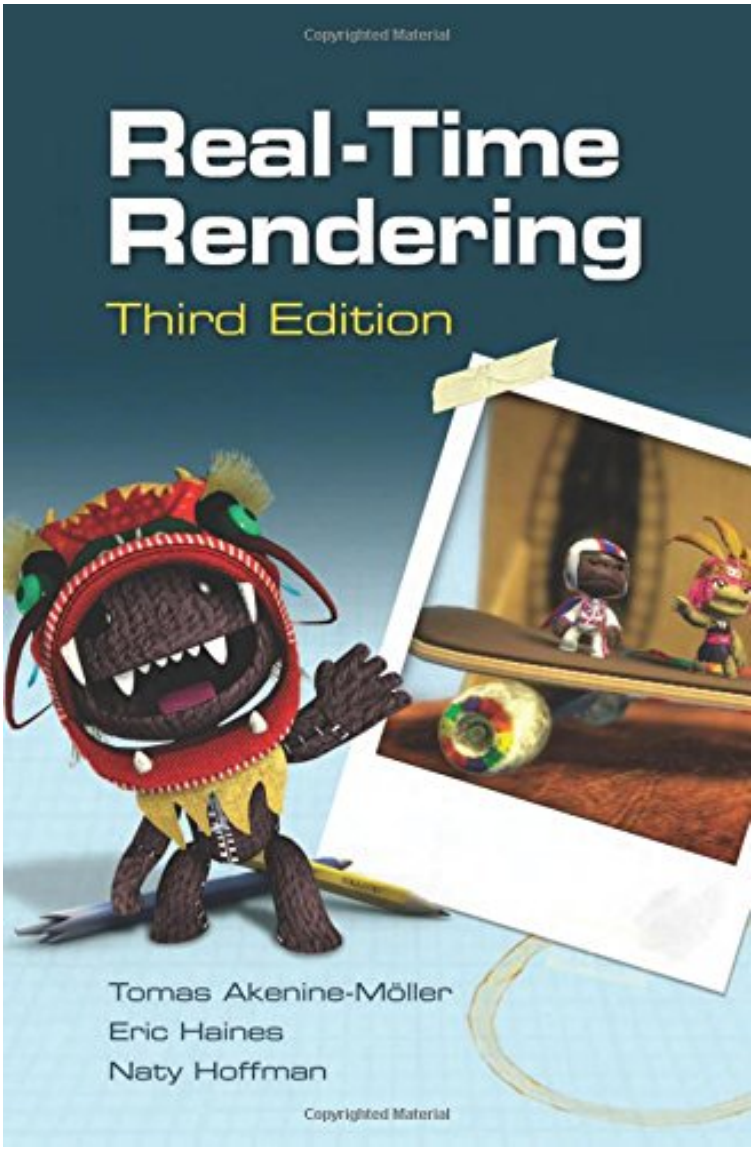

#229396 in Books A. K. Peters 2008-07-25Original language:EnglishPDF # 1 9.00 x 6.25 x 1.75l, 4.00 #File Name: 15688142401045 pages | File size: 30.Mb

Tomas Akenine-Moller, Eric Haines, Naty Hoffman : Real-Time Rendering, Third Edition before purchasing it in order to gage whether or not it would be worth my time, and all praised Real-Time Rendering, Third Edition:

23 of 24 people found the following review helpful. perfect - concise, up-to-date review of realtime 3D graphicsBy techno hermitThis is my favorite 3D graphics book by a wide margin. The writing is clear, concise and quite up-to-date (assuming you have the most recent edition). Every page contains concise, unobtrusive references to 1200 excellent sources of information (books, articles, links). For example, if you see [987] in the text, just find entry [987]

in the appendix to find the name of a book, article, link or PDF with more information.What's best about this text is how well chosen and written are the topics. Their intention is always to describe the best up-to-date techniques to implement solutions to every aspect of real-time 3D graphics, with only enough general or historical discussion of each topic to provide a foundation to understand the current state-of-the-art. This is simply the perfect practical approach. Their complementary website is an absolute gold mine of references and advice.If I could only buy one general book on 3D graphics, this would definitely be it. It is a perfect complement to special-purpose books on specific APIs (OpenGL or DirectX) or GPU shading languages (GLSL or CG or HLSL) that describe the specific graphics environment and software tools you need to implement your 3D applications. If your choice is OpenGL/GLSL, then "Realtime Rendering" is the perfect complement to the OpenGL SuperBible (4th~5th edition) and the OpenGL Shading Language (3rd edition).2 of 2 people found the following review helpful. GreatBy K. MadsenAwesome book, it goes over as much rendering as humans know. If you want to know how to render something and it has been done before 2009, it's in the book. It gives a really good description of just about everything, I was happy to see how it has a section to go over the GPU architecture, and uses the Playstation 3 and XBox 360 as examples. Goes in great depth, you're able to implement stuff out of the book even though it doesn't give you code (just pseudo code). It goes over ray tracing techniques, intersections, optimization, and advanced techniques, which I was also happy about in a real-time book. Since getting the book, I stay updated on the blog and all the information on [...]. I have to say this book is a must have if you're into rendering!0 of 0 people found the following review helpful. Easy to recommendBy YooperIt's the best book I've found for up-to-date information about GPU rendering. I'll second the comment of someone else on here that the bibliography is useful, but emphasize that the whole book was obviously written with care and forethought.It's highly readable despite diving fairly deeply into the subject chapter in the five or six chapters I've read so far.

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.

Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by todays cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mappingas well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009About the AuthorTomas Akenine-Moller is a professor of computer science, specializing in computer graphics and image processing, at the Department of Computer Science, Lund University, Sweden. He received an MSc in Computer Science and Engineering from Lund in 1995, and a PhD in computer graphics from Chalmers University of Technology in 1998. In 2000 he was a post doc at UC Berkeley and he also spent time at UC San Diego (2004/2005) as a visiting researcher. Eric Haines is a Lead Software Engineer at Autodesk, Inc., working on a next-generation interactive rendering system for computer-aided design applications. He is currently an editor of the journal of graphics tools, online editor for ACM TOG, and maintainer of the Graphics Gems code repository, among other activities. He received an MS from the Program of Computer Graphics at Cornell in 1985. Naty Hoffman has been developing videogame graphics for over a decade. Previously he was a microprocessor architect at Intel. He has contributed to the development of numerous games as well as instruction set extensions, major graphics APIs, and processors. Naty is particularly interested in physically-based real-time rendering methods, on which he has published several articles and taught classes at SIGGRAPH, I3D, GDC and Meltdown.