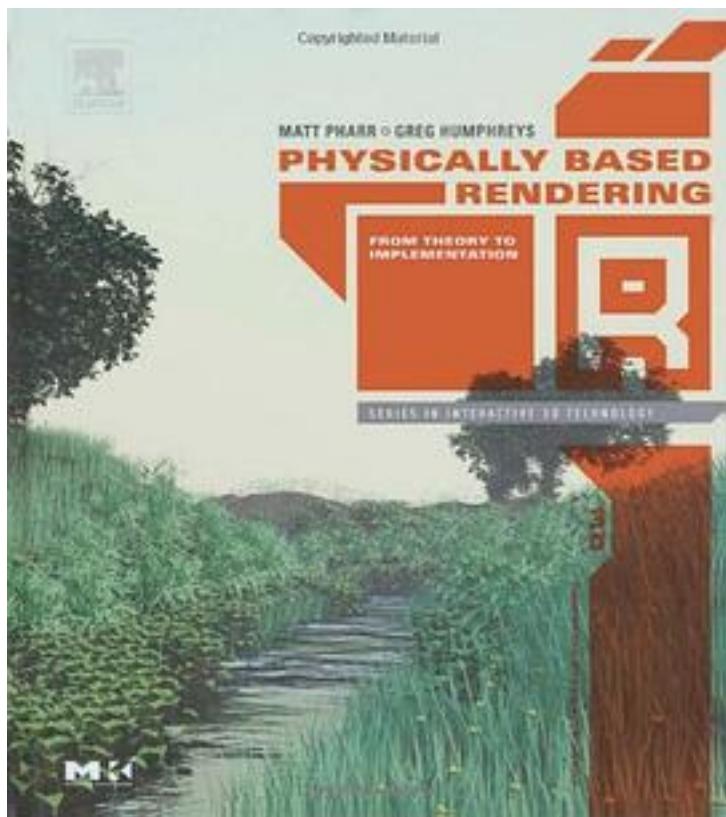


Physically Based Rendering



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From movies to video games, computer-rendered images are pervasive today. Physically Based Rendering introduces the concepts and theory of photorealistic rendering hand in hand with the source code for a sophisticated renderer. By coupling the discussion of rendering algorithms with their implementations, Matt Pharr and Greg Humphreys are able to reveal many of the details and subtleties of these algorithms. But this book goes further; it also describes the design strategies involved

with building real systems—there is much more to writing a good renderer than stringing together a set of fast algorithms. For example, techniques for high-quality antialiasing must be considered from the start, as they have implications throughout the system. The rendering system described in this book is itself highly readable, written in a style called literate programming that mixes text describing the system with the code that implements it. Literate programming gives a gentle introduction to working with programs of this size. This lucid pairing of text and code offers the most complete and in-depth book available for understanding, designing, and building physically realistic rendering systems.

作者介绍:

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标签

CG

图形学

Graphics

Rendering

计算机图形学

Physically

计算机

游戏编程

评论

没啥说的，给六星。博大精深，深入浅出，不像《advanced global illumination》那么偏理论，但该点到的都点到了，比较符合工程师们的口味。不过我个人觉得实现细节说得有点啰嗦。
貌似第二版加了一些比较重要的东西，比如Metropolis Light Transport, Subsurface scattering, 球谐光照等等，能读最新版的同学们不要错过哦~

GSoc逼我把这本书刷了一遍。期待第二版

第一版大概翻了一下，于是毅然精读第二版。

Matte Pharr, renderman开发团队骨干，
这本书应该叫关于实现renderman的一切，语言轻松，逻辑清晰，叙述详细，代码易懂。这本书就是个渲染器。由于是04年出的。很多技术可能已经落伍了。它从nvidia变成了classical。如果你想写渲染器，这是第一本书。

High end rendering technology强力推荐。

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书评

但是啃起来难！数学，C++，基本的图形学原理都得具备。去年啃了三章，断了，后来撸了5个MIT的图形学的作业勉强算是入门吧，对了顺便也抄写并debug了《Realistic Ray Tracing》的代码。今年要跟着Stanford CS348B的assignments一定要过一遍，目的是CS348B的projects，顺带撸...

网上有很多讲pbr算法的文章，但是如果你真想认真学习，这本书恐怕是你绕不开的，读网上的文章，恐怕你会频频卡住：“这个常数怎么来的？”，“这个公式哪里冒出来的？”即使文章看完，对于很多公式怎么来的依然会一头雾水。而这本书由浅入深的一步一步构建一个离线渲染器，事无...

这个翻译我真是无力吐槽，像是用百度翻译的，谷歌翻译都比这本书翻译的强，本来看英文吃力想看中文来着，没想到看中文更加吃力，根本不知道在说啥，直译的太厉害，作者你可长点心吧，这么经典的一本书就被你毁了，大家还是看英文原版吧，简直误人子弟！！！简直误人子弟！！！...

Matte Pharr, renderman开发团队骨干，
这本书应该叫关于实现renderman的一切，语言轻松，逻辑清晰，叙述详细，代码易懂。这本书就是个渲染器。由于是04年出的。很多技术可能已经落伍了。它从nvidia变成了classical。如果你想写渲染器，这是第一本书。

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