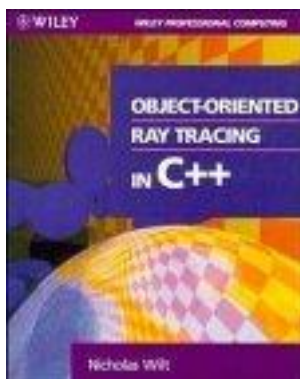# Object-Oriented Ray Tracing in C++

[Object-Oriented Ray Tracing in C++_下载链接1_](#)

著者:Nicholas Wilt

出版者:John Wiley & Sons Inc (Computers)

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Focuses on object-oriented methods to greatly enhance both the speed of processing and the quality of the resulting graphics. Includes a brief introduction to ray tracing as well as background on advanced topics. A ``User's Manual'' is also included for the ray tracing class library, with code examples for both basic and sophisticated ray tracing problems. Available on disk is a ray tracing library with source codes.

作者介绍:

目录:

[Object-Oriented Ray Tracing in C++_下载链接1_](#)

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