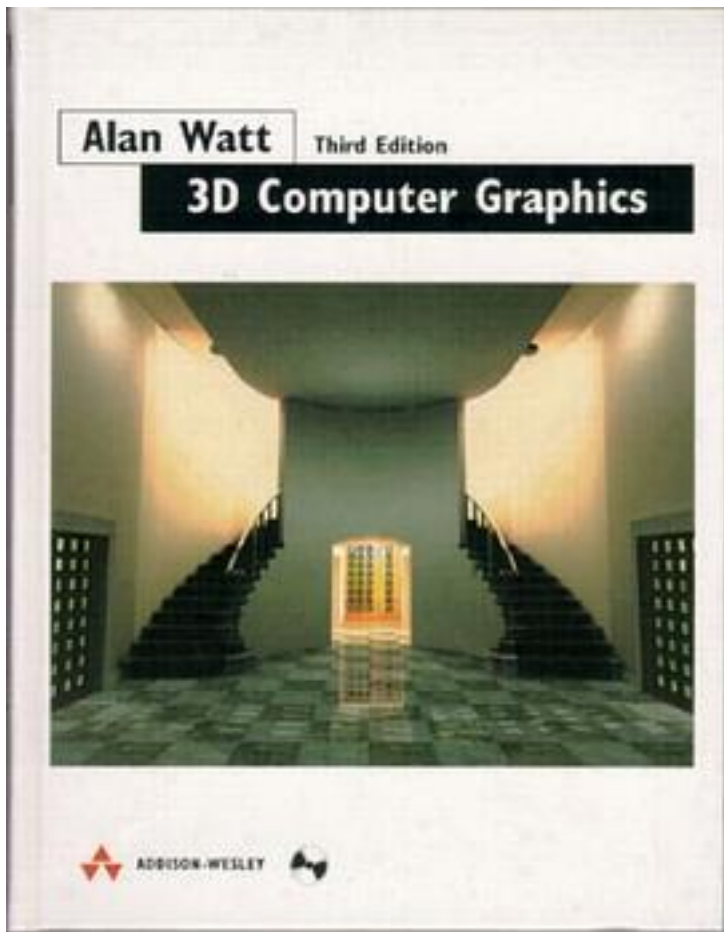# 3D Computer Graphics (3rd Edition)

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著者:Alan Watt

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This book provides students with a knowledge of complex and emerging topics in the field of Computer Graphics, including advances in rendering and new material on animation. It will enable the reader to master the fundamentals of 3D computer

graphics as well as acting as a complete resource for anyone interested in 3D modelling. It provides detailed coverage of both realistic and non-realistic images. This is the third edition of a book which deals with the processes involved in converting a mathematical or geometric description of an object into a visualisation that simulates the appearance of a real object. Traditionally computer graphics has created pictures by starting with a very detailed geometric description, subjecting this to a series of transformations that orient a viewer and objects in 3D space, then imitating reality by making the objects look solid and real - a process known as rendering. Nowadays this is proving insufficient for the new demands of moving computer imagery and virtual reality. Much research is being carried out into how to model complex objects, where the nature and shape of the objects changes dynamically and into capturing the richness of the world without having to model every detail explicitly. This text explores and relates thee resulting in diverse synthesis and modelling methods.

作者介绍:

Alan Watt，英国谢菲尔德大学计算机科学系高级讲师和计算机图形学研究室主任，曾编写过多本优秀教材，除本书外，他还与人合著有《3D游戏》、《The Computer Image》等。

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