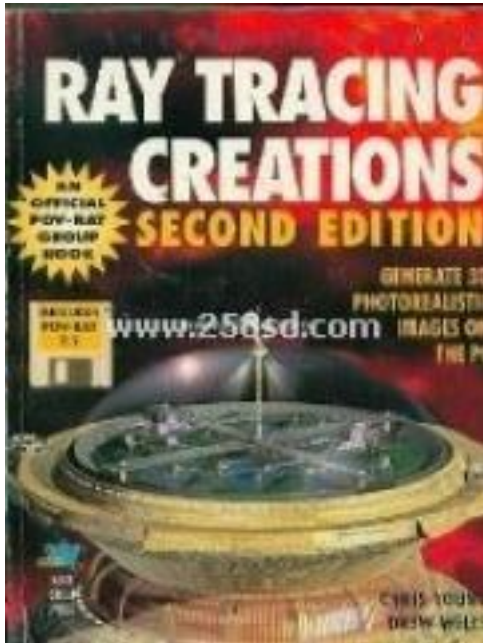# Ray Tracing Creations: Generate 3d Photorealistic Images on the Pc/Book and Disk

[Ray Tracing Creations: Generate 3d Photorealistic Images on the Pc/Book and Disk_下载链接1_](#)

著者:

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AY TRACING
RIMER
Genesis 1:3
ok is about creating realistic 3D images using mathematical
~lesï¼Œ an understanding of lightï¼Œ and the power of a desktop
Lter. We ll be creating computerized models of scenes that
: of objectsï¼Œ light sourcesï¼Œ and an observer. The computer sim-
the way light interacts with objects in the real world. The
 is called ray tracing because the computer traces the path that
light take between light sourcesï¼Œ objectsï¼Œ and an observer.
hen you ray trace an image you are creating your own imagi-
niverse. You describe all of the objects in the sceneï¼Œ pick a
n and direction

from which to view the worldï¼Œ and \"let there
Lt!\" The computer simulates light rays reflecting from the
you described and produces a stunningly realistic image from
~aginary\" universe.
TRACING?
Q

作者介绍:

目录:

标签

评论

书评