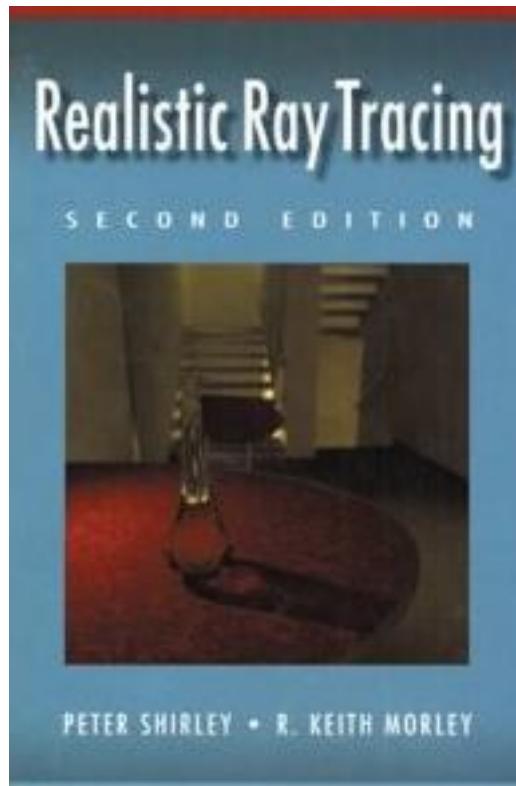


Realistic Ray Tracing



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著者:Peter Shirley

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Concentrating on the nuts and bolts of writing ray tracing programs, this new and revised edition emphasizes practical and implementation issues and takes the reader through all the details needed to write a modern rendering system.

Most importantly, the book adds many C++ code segments, and adds new details to provide the reader with a better intuitive understanding of ray tracing algorithms.

作者介绍:

Peter Shirley is a professor in the School of Computing at the University of Utah. He is a member of the Visual Simulation Group, whose work focuses on the creation of images for the human visual system, including static and dynamic imagery for traditional displays and immersive environments. He has held positions at Indiana University and the Cornell Program of Computer Graphics.

R. Keith Morley is currently attending the University of Utah School of Computing. His research interests include parallel programming, interactive ray tracing, and realistic image synthesis.

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