

Real-Time Shadows



[Real-Time Shadows 下载链接1](#)

著者:Elmar Eisemann

出版者:A K Peters/CRC Press

出版时间:2011-7-27

装帧:Hardcover

isbn:9781568814384

Important elements of games, movies, and other computer-generated content, shadows are crucial for enhancing realism and providing important visual cues. In recent years, there have been notable improvements in visual quality and speed, making high-quality realistic real-time shadows a reachable goal. Real-Time Shadows is a comprehensive guide to the theory and practice of real-time shadow techniques. It covers a large variety of different effects, including hard, soft, volumetric, and semi-transparent shadows. The book explains the basics as well as many advanced

aspects related to the domain of shadow computation. It presents interactive solutions and practical details on shadow computation. The authors compare various algorithms for creating real-time shadows and illustrate how they are used in different situations. They explore the limitations and failure cases, advantages and disadvantages, and suitability of the algorithms in several applications. Source code, videos, tutorials, and more are available on the book's website www.realtimeshadows.com.

作者介绍:

目录:

[Real-Time Shadows 下载链接1](#)

标签

计算机图形学

Graphics

图形学

Shadow

游戏引擎

计算机图形

计算机

CG

评论

本書介紹大量算法，引用多達300篇文獻，難得之處，在於把大量知識分類、聯繫及比較。此領域中最全面深入的著作。

非常全面的实时阴影相关的书籍，学习阴影处理必读的书籍，写作技巧及内容结构设计非常合理。但是此书也比较偏重基础知识，最近几年阴影相关的技术发展也蛮多的，有些直接和全局光照相关（而不是单独把阴影作为一个Rasterization的补充）。在看过此书之后再看那些时下各大游戏引擎在研究和使用的前沿技术会比较轻松。

[Real-Time Shadows_下载链接1](#)

书评

[Real-Time Shadows_下载链接1](#)