SECOND EDITION

Advanced Global Illumination

Philip Dutré

Kavita Bala

Philippe Bekaert

with a foreword by Peter Shirley

This completely updated second edition, besides providing the reader with a fundamental understanding of global illumination algorithms, incorporates the latest global illumination research and includes exercises at the end of every chapter to facilitate classroom use.

Topics and Features Include:

- Physics of light transport
- Stochastic path tracing
- Stochastic radiosity
- Monte Carlo integration
- Hints and tips on how to transform theoretical concepts to software code
- Building a global illumination system

"Since *Advanced Global Illumination* was published, it has become my default reference for points related to advanced rendering. I also recommend it to new students at my university who need to absorb twenty years of rendering research without wading through hundreds of dense papers."

—Peter Shirley, author of *Fundamentals of Computer Graphics*

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