Physically Based Rendering is a terrific book. It covers all the marvelous math, fascinating physics, practical software engineering, and clever tricks that are necessary to write a state-of-the-art photorealistic renderer. All of these topics are dealt with in a clear and pedagogical manner without omitting the all-important practical details.

`pbrt` *is not just a "toy" implementation of a ray tracer, but a general and robust full-scale global illumination renderer. It contains many important optimizations to reduce execution time and memory consumption for complex scenes. Furthermore,* `pbrt` *is easy to extend to experiment with other rendering algorithm variations.*

This book is not only a textbook for students, but also a useful reference book for practitioners in the field. The second edition has been extended with sections on Metropolis light transport, subsurface scattering, precomputed light transport, and more.

Per Christensen
Senior Software Developer, RenderMan Products, Pixar Animation Studios

Looking for a job in research or high end rendering? Get your kick-start education and start your own project with this book that comes along with both theory and real examples, meaning real code.

With their second edition, Matt Pharr and Greg Humphreys provide easy access to even the most advanced rendering techniques like Metropolis light transport and quasi-Monte Carlo methods. In addition the framework lets you skip the bootstrap pain of getting data into and out of your renderer.

The holistic approach of literate programming results in a clear logic of an easy-to-read text. If you are serious about graphics, there is no way around this unique and extremely valuable book that is closest to the state of the art.

Alexander Keller
Chief Scientist, Mental Images