Does any one know of a decent quality library of routines for

performing 3D graphics modelling on the PC?

Ideally the routines would be embeded in our application program.

Requirements (wish list):

- flat surface modelling (simple phong shading optional)

- ability to plot hidden-line drawings

- Texture mapping -- both procedural and bit map

- modeling light sources (local, distant, and spot lights)

- Ray-tracing

- Radiosity (optional)

Any comments would be appreciated.

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