



Real-Time Rendering, Second Edition

By Akenine-Moller, Tomas; Haines, Eric; Hoffman, Naty

A K Peters/CRC Press, 2002. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Real-Time Rendering, 2nd Edition comes three years after the release of the first. In that time, computer graphics hardware has evolved at a rapid rate. It is more than ten times faster and the functionality has increased significantly in a wide range of areas. Reflecting these changes, this second edition is almost 900 pages - 75% larger than the first edition. All chapters have been updated, and new chapters added on spline and subdivision surfaces, advanced shading theory and techniques, and non-photorealistic and image-based rendering. As with the first edition, this new book is a blend of solid theory and practical advice, useful for students, professionals and hobbyists alike.



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