



Graphics Gems III (No.3)

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A book for graphics programmers, students, researchers, and professionals. This sequel to "Graphic Gems" (Academic Press, 1990) and "Graphic Gems II" (Academic Press, 1991) is a practical collection of computer graphics programming tools and techniques. "Graphics Gems III" contains a larger percentage of gems related to modelling and rendering, particularly lighting and shading. This new edition also covers image processing, numerical and programming techniques, modeling and transformations, 2D and 3D geometry and algorithms, ray tracing and radiosity, rendering, and more clever new tools and tricks for graphics programming. Author David Kirk lends his expertise to the "Graphics Gems Series" in this new volume with his knowledge of modelling and rendering, specifically focusing on the areas of lighting and shading. "Graphics Gems I, II, III" are sourcebooks of ideas for graphics programmers. They also serve as toolboxes full of useful tricks and techniques for novice programmers and graphics experts alike. Features include a disk containing source codes for both the IBM and Mac versions. It features all new graphics gems, explains techniques for making computer graphics implementations more efficient, emphasizes physically based modelling, rendering, radiosity, and ray tracing, and presents techniques for making computer graphics implementations more efficient.

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