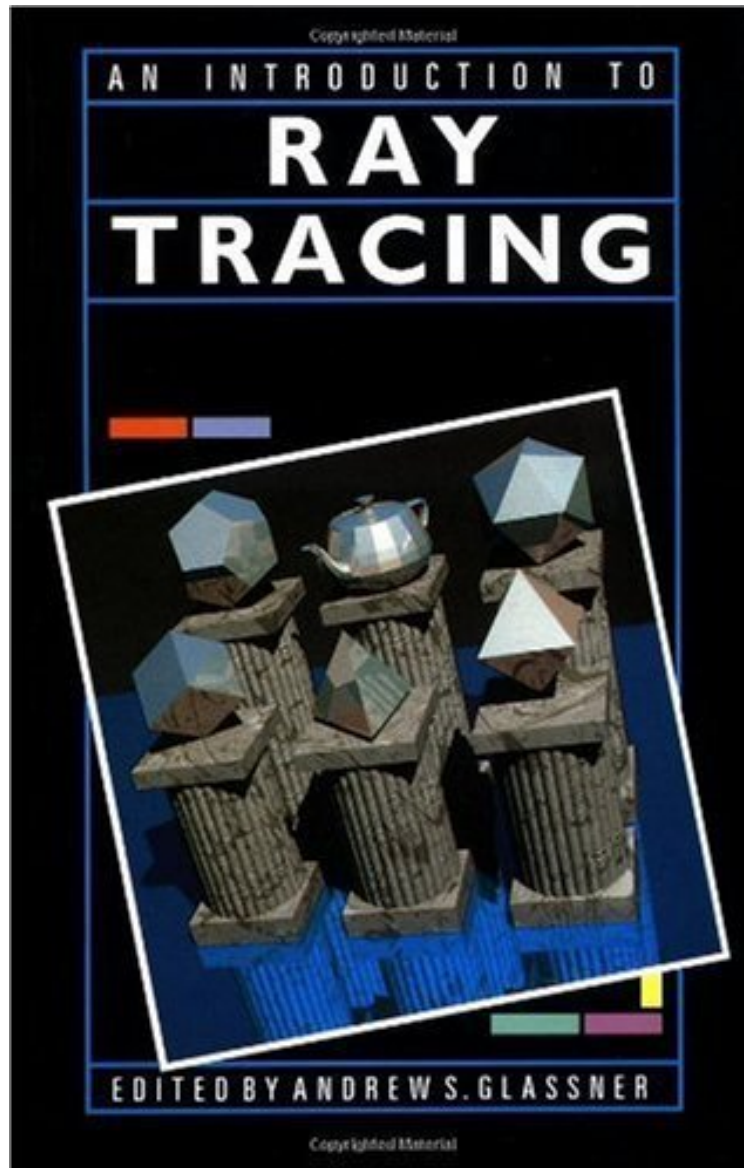


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An Introduction to Ray Tracing (The Morgan Kaufmann Series in Computer Graphics)

*Von Eric Haines, Pat Hanrahan, Robert L. Cook, James Arvo, David Kirk, Paul S. Heckbert
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Von Eric Haines, Pat Hanrahan, Robert L. Cook, James Arvo, David Kirk, Paul S. Heckbert : An Introduction to Ray Tracing (The Morgan Kaufmann Series in Computer Graphics) before purchasing it in order to gage whether or not it would be worth my time, and all praised An Introduction to Ray Tracing (The Morgan Kaufmann Series in Computer Graphics):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Gutes Buch schlecht in Kindle umgesetztVon Christoph HoffmannDas Buch an sich ist sehr gut. Es beschreibt im Detail wie Ray tracing funktioniert und es gibt auch hilfe, wie man ein Ray tracer selbst schreibt.Nur leider wurde das Buch schlecht als Kindle Version portiert. Die Formeln sind nur Bilder die vom Buch gescannt wurden. Das macht es sehr schwer dem Buch zu folgen, besonders wenn sich der Text stark auf die Formeln bezieht.Ich kann nur empfehlen, die gedruckte Version dieses Buches zu kaufen.1 von 1 Kunden fanden die folgende Rezension hilfreich. Excellent introduction to ray tracingVon Ein Kunde"An Introduction to Ray Tracing" is an excellent nuts and bolts summary of the science and practice of ray tracing. Easy to read source code examples are included, providing the programming-oriented reader with a good start on writing their own ray tracer. Glassner's easy to read style will also appeal to the less code-savvy. The book is useful in a classroom environment or self-directed study0 von 1 Kunden fanden die folgende Rezension hilfreich. A True ClassicVon A. KaramazovThis book is a classic - by which I mean that the coverage of the basics is so thorough and clear that even if new techniques are developed (and certainly they will be) this will be a great introductory text even when it's many year out of print.

KurzbeschreibungThe creation of ever more realistic 3-D images is central to the development of computer graphics. The ray tracing technique has become one of the most popular and powerful means by which photo-realistic images can now be created. The simplicity, elegance and ease of implementation makes ray tracing an essential part of understanding and exploiting state-of-the-art computer graphics.An Introduction to Ray Tracing develops from fundamental principles to advanced applications, providing "how-to" procedures as well as a detailed understanding of the scientific foundations of ray tracing. It is also richly illustrated with four-color and black-and-white plates. This is a book which will be welcomed by all concerned with modern computer graphics, image processing, and computer-aided design.Provides practical "how-to" informationContains high quality color plates of images created using ray tracing techniquesProgresses from a basic understanding to the advanced science and application of ray tracingPressestimmen"Glassner's excellent book is indispensable for anyone wishing to understand and implement the up-to-date methods of ray tracing (and in the process, learn about surface physics too)...It is well edited and avoids any of the repetitions or contradictions that might have arisen in a multi-author text. Covering both theory and practicalities it includes sufficient detail (and code) to allow competent programmers to set up their own ray tracing systems...To me it seems to be an exemplary text and I highly recommend it."--John Lansdown, THE COMPUTER BULLETIN"Excellent reference for ray tracing for both the beginner and the experienced ray tracer. It is the only book we know of completely dedicated to ray tracing."--IMAGING VISION COMPUTINGKurzbeschreibungThe creation of ever more realistic 3-D images is central to the development of computer graphics. The ray tracing technique has become one of the most popular and powerful means by which photo-realistic images can now be created. The simplicity, elegance and ease of implementation makes ray tracing an essential part of understanding and exploiting state-of-the-art computer graphics.An Introduction to Ray Tracing develops from fundamental principles to advanced applications, providing "how-to" procedures as well as a detailed understanding of the scientific foundations of ray tracing. It is also richly illustrated with four-color and black-and-white plates. This is a book which will be welcomed by all concerned with modern computer graphics, image processing, and computer-aided design.Provides practical "how-to" informationContains high quality color plates of images created using ray tracing techniquesProgresses from a basic understanding to the advanced science and application of ray tracing