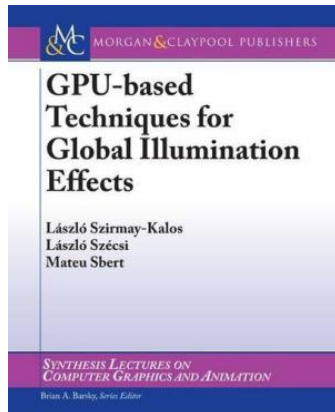


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Morgan Claypool Publishers, United States, 2008. Paperback. Book Condition: New. 231 x 190 mm. Language: English . Brand New Book. This book presents techniques to render photo-realistic images by programming the Graphics Processing Unit (GPU). We discuss effects such as mirror reflections, refractions, caustics, diffuse or glossy indirect illumination, radiosity, single or multiple scattering in participating media, tone reproduction, glow, and depth of field. The book targets game developers, graphics programmers, and also students with some basic understanding of computer...

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- Authored by Mateu Sbert, Laszlo Szecsi, Laszlo Szirmay-Kalos
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