Physically Based Rendering: From Theory to Implementation (Hardback)

By Matt Pharr, Wenzel Jakob, Greg Humphreys

ELSEVIER SCIENCE TECHNOLOGY, United States, 2016. Hardback. Condition: New. 3rd edition. Language: English . Brand New Book. Physically Based Rendering: From Theory to Implementation, Third Edition, describes both the mathematical theory behind a modern photorealistic rendering system and its practical implementation. Through a method known as literate programming , the authors combine human-readable documentation and source code into a single reference that is specifically designed to aid comprehension. The result is a stunning achievement in graphics education. Through the ideas and software in this book, users will learn to design and employ a fully-featured rendering system for creating stunning imagery. This completely updated and revised edition includes new coverage on ray-tracing hair and curves primitives, numerical precision issues with ray tracing, LBVHs, realistic camera models, the measurement equation, and much more. It is a must-have, full color resource on physically-based rendering.

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