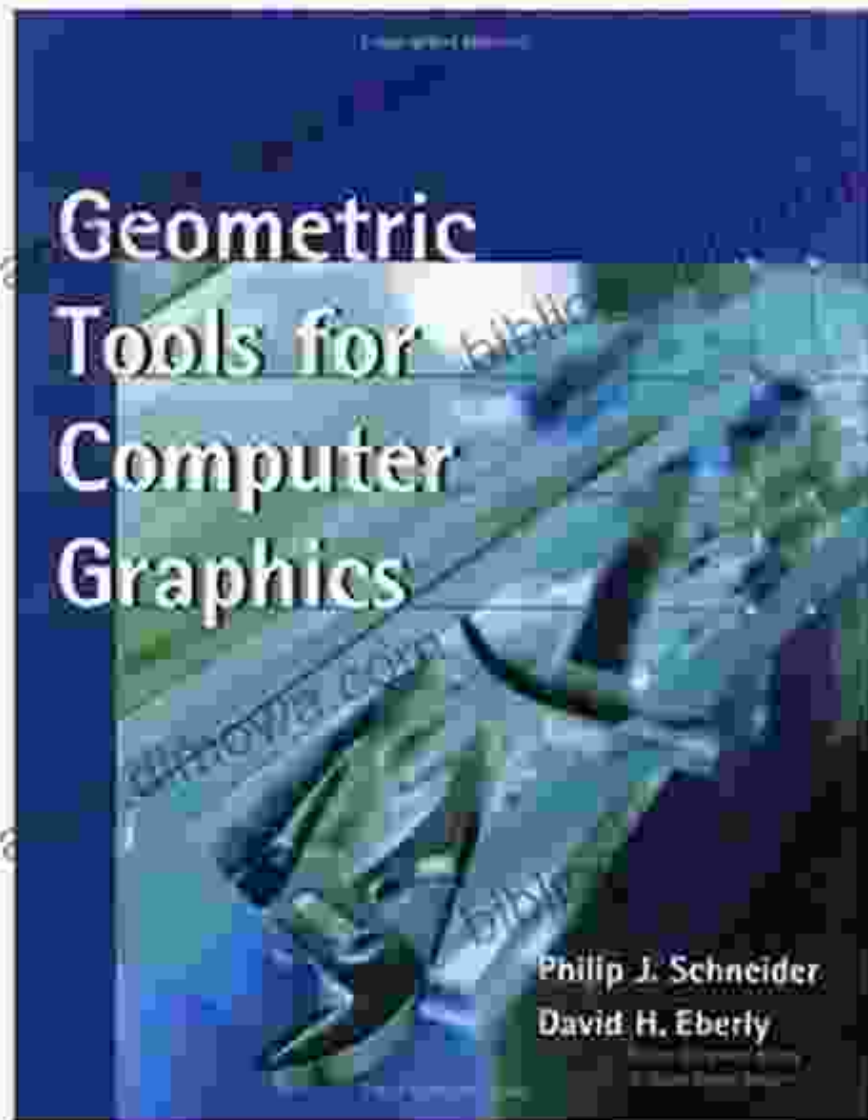


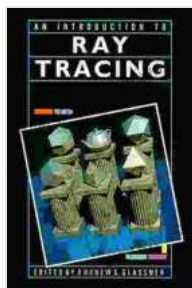
Delve into the Realm of Ray Tracing: An Unparalleled Journey with 'An Introduction to Ray Tracing'



MORGAN KAUFMANN

About the Book

Prepare to be captivated by the mesmerizing world of ray tracing, where virtual realms come alive with unparalleled realism. 'An to Ray Tracing: The Morgan Kaufmann in Computer Graphics' serves as your indispensable guide to this cutting-edge technology, empowering you to create breathtaking digital imagery.



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

★★★★☆ 4.6 out of 5

Language : English
File size : 8871 KB
Text-to-Speech : Enabled
Enhanced typesetting : Enabled
Print length : 465 pages
Screen Reader : Supported



Renowned experts Peter Shirley and Keith Morley have meticulously crafted this comprehensive volume to provide an in-depth understanding of ray tracing principles and techniques. From the fundamental concepts to advanced algorithms, you'll embark on an immersive journey that will ignite your passion for computer graphics.

Key Features

- Delve into the theoretical foundations of ray tracing, exploring its mathematical underpinnings and algorithmic principles.
- Master a wide range of ray tracing techniques, including direct illumination, global illumination, and Monte Carlo methods.

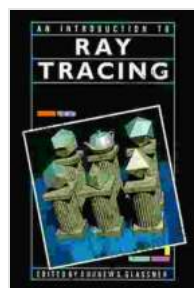
- Gain practical knowledge through hands-on exercises and real-world case studies, putting your skills into action.
- Explore the latest advancements in ray tracing, including path tracing, bidirectional path tracing, and photon mapping.
- Enhance your understanding with insightful discussions on the pros and cons of different ray tracing algorithms and their suitability for specific scenarios.

Dive into the Future of Computer Graphics

As the industry embraces ray tracing as a revolutionary rendering technique, this book equips you with the knowledge and skills to stay at the forefront of this rapidly evolving field. Whether you're a student, researcher, or professional in computer graphics, 'An to Ray Tracing' is your essential companion.

Written by Peter Shirley and Keith Morley, leading experts in ray tracing and computer graphics.

Buy Now



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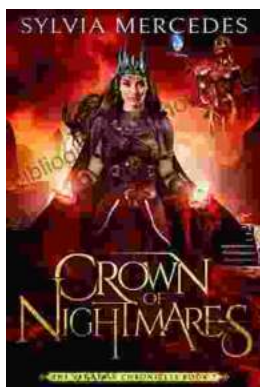
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