



Real-Time Rendering

Tomas Akenine-Möller , Eric Haines

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Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.: Download Figures

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Chris March says

The best book on the subject, that I have come across. This book pretty much put me on the path to a career as a game programmer. And it's still a great resource, years later. There's a second edition, but I haven't read it.

Jeff Rogers says

I've only skimmed it, but it is a great reference and the few parts I read were very clear.

Richard says

A must-have book for any realtime graphics developer. All the nuts-and-bolts math and algorithms you'll need are in here - from rasterizer implementation, to tessellation schemes, to lighting models. Supplement with things like the GPU Gems series for your special effects, and you've got everything you need to build a high-quality graphics engine.

Joaquin says

The best book about real time graphics.

AT says

Fabulous book! Reading it helped me get a job in the computer game industry.

Enrico says

I am not an expert of computer graphics but this book really explains how all these amazing things work. Examples and algorithms are very, very good.
