



both the IBM and Mac versions featuring all code from volumes I, II, and III. Graphics Gems I, II, and III are sourcebooks of ideas for graphics programmers. They also serve as toolboxes full of useful tricks and techniques for novice programmers and graphics experts alike. Each volume reflects the personality and particular interests of its respective editor. Includes a disk containing source codes for both the IBM and Mac versions featuring code from volumes I, II, and III Features all new graphics gems Explains techniques for making computer graphics implementations more efficient Emphasizes physically based modeling, rendering, radiosity, and ray tracing Presents techniques for making computer graphics implementations more efficient.

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