1. Record Nr. UNINA990001334300403321

Autore	Conway, John B.
Titolo	Functions of one complex variable / John B. Conway
Pubbl/distr/stampa	New York : Springer-Verlag, c1995
ISBN	0-387-94460-5
Descrizione fisica	xvi, 394 p. : ill. ; 24 cm
Collana	Graduate texts in mathematics ; 159
Disciplina	515.93
Locazione	MA1
Collocazione	C-12-(159
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910788962303321

Titolo	Real-time shading / / Marc Olano. [et al.]
Pubbl/distr/stampa	Natick, Mass. : , : A.K. Peters Ltd., , 2002
ISBN	0-429-06299-0 1-4398-6381-4
Descrizione fisica	1 online resource (370 p.)
Altri autori (Persone)	OlanoMarc
Disciplina	006.6/9
Soggetti	Computer graphics Real-time data processing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references (p. 323-337) and index.
Nota di contenuto	Front Cover; Dedication; Contents; Preface; Acknowledgments; I. Fundamentals; 1. Introduction; 2. Reflectance; 3. Texturing; 4.

	Procedural Shaders; 5. Graphics Hardware; II. Building Blocks for Shading; 6. Texture Shading; 7. Environment Maps for Illumination; 8. The Texture Atlas; III. High-Level Procedural Shading; 9. Classifying Shaders; 10. APST: Antialiased Parameterized Solid Texturing; 11. Compiling Real-Time Procedural Shaders; 12. RenderMan; 13. Pfman: Procedural Shaders on PixelFlow; 14. ISL: Interactive Shading Language; 15. RTSL: The Stanford Real-Time Shading Language 16. ESMTL: The Evans & Sutherland Multitexturing Language17. OpenGL2.0; 18. APIs; IV. And Beyond; 19. Predicting the Present; Bibliography
Sommario/riassunto	This book covers real-time shading systems, their design and how they work. Procedural shading, long valued for off-line rendering and production animation is now possible on interactive graphics hardware. These developments are important for areas such as game development, product design, and scientific visualization, among others. The authors include examples of techniques for achieving common effects efficiently in a real-time shading language ranging from full procedural shading on advanced specialized hardware to limited, yet surprisingly flexible shading on unextended OpenGL, to modern P