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Sommario/riassunto

The first book to explain the principals behind mobile 3D hardware implementation, helping readers understand advanced algorithms, produce low-cost, low-power SoCs, or become familiar with embedded systems As mobile broadcasting and entertainment applications evolve, there is increasing interest in 3D graphics within the field of mobile electronics, particularly for handheld devices. In Mobile 3D Graphics SoC, Yoo provides a comprehensive understanding of the algorithms of mobile 3D graphics and their real chip implementation methods. 3D graphics SoC (System on a Chip) architect
