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Altri autori (Persone)	OlanoMarc
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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. Pfmman: Procedural Shaders on PixelFlow; 14. ISL: Interactive Shading Language; 15. RTSL: The Stanford Real-Time Shading Language 16. ESMTL: The Evans & Sutherland Multitexturing Language 17. 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

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