

1. Record Nr.	UNINA9910463821703321
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Titolo	3D engine design for virtual globes // by Patrick Cozzi and Kevin Ring
Pubbl/distr/stampa	Boca Raton, FL : , : A K Peters/CRC Press, an imprint of Taylor and Francis, , 2011
ISBN	0-429-10846-X 1-56881-711-8 1-4398-6558-2
Edizione	[First edition.]
Descrizione fisica	1 online resource (514 pages) : illustrations (some color), tables, photographs
Disciplina	005.75/8
Soggetti	Search engines - Programming Web search engines Three-dimensional imaging Digital mapping Texture mapping Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	chapter 1 Introduction -- chapter 2 Math Foundations -- chapter 3 Renderer Design -- chapter 4 Globe Rendering -- chapter 5 Vertex Transform Precision -- chapter 6 Depth Buffer Precision -- chapter 7 Vector Data and Polylines -- chapter 8 Polygons -- chapter 9 Billboards -- chapter 10 Exploiting Parallelism in Resource Preparation -- chapter 11 Terrain Basics -- chapter 12 Massive-Terrain Rendering -- chapter 13 Geometry Clipmapping -- chapter 14 Chunked LOD.
Sommario/riassunto	Supported with code examples and the authors' real-world experience, this book offers the first guide to engine design and rendering algorithms for virtual globe applications like Google Earth and NASA World Wind. The content is also useful for general graphics and games, especially planet and massive-world engines. With pragmatic advice throughout, it is essential reading for practitioners, researchers, and hobbyists in these areas, and can be used as a text for a special topics course in computer graphics.

