1.	Record Nr.	UNINA9910789335503321
	Titolo	Real-time shadows / / Elmar Eisemann. [et al.]
	Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2012
	ISBN	0-429-10469-3
		1-4398-6769-0
	Descrizione fisica	1 online resource (399 p.)
	Altri autori (Persone)	EisemannElmar
	Disciplina	006.6/96
	Soggetti	Computer animation
		Real-time rendering (Computer graphics)
		Shades and shadows in art
		Digital video
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	An A.K. Peters book.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Front cover; Dedication; Contents; Preface; CHAPTER 1. Introduction; CHAPTER 2. Basic Shadow Techniques; CHAPTER 3. Shadow-Map Aliasing; CHAPTER 4. Shadow-Map Sampling; CHAPTER 5. Filtered Hard Shadows; CHAPTER 6. Image-Based Soft-Shadow Methods; CHAPTER 7. Geometry-Based Soft-Shadow Methods; CHAPTER 8. Image-Based Transparency; CHAPTER 9. Volumetric Shadows; CHAPTER 10. Advanced Shadow Topics; CHAPTER 11. Conclusion; APPENDIX A. Down the Graphics Pipeline; APPENDIX B. Brief Guide to Graphics APIs; APPENDIX C. A Word on Shading; APPENDIX D. Fast GPU Filtering Techniques APPENDIX E. More For Less: Deferred Shading and UpsamplingAPPENDIX F. Symbols; Bibliography; Index; Back cover
	Sommario/riassunto	Important elements of games, movies, and other computer-generated content, shadows are crucial for enhancing realism and providing important visual cues. In recent years, there have been notable improvements in visual quality and speed, making high-quality realistic real-time shadows a reachable goal. Real-Time Shadows is a comprehensive guide to the theory and practice of real-time shadow techniques. It covers a large variety of different effects, including hard, soft, volumetric, and semi-transparent shadows.The book explains the