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Altri autori (Persone)	EisemannElmar
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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 Upsampling APPENDIX 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

basics as well as many advanced aspects related to the domain
