

3D graphics : a visual approach

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Abstrak

3D Graphics: A Visual Approach presents a visual introduction to the exciting world of computer graphics and covers important rendering techniques including bump, texture, and environment mapping. Through a technique called Visual Analysis, a reader learns to identify graphics effects visually by looking for a few cues. Cues and concepts are presented progressively, with more complex cues building from simpler ones. The material covered in this text will provide students with a good feel for the range and visual effect of rendering algorithms