

<<实时图形绘制引擎技术>>

图书基本信息

书名：<<实时图形绘制引擎技术>>

13位ISBN编号：9787308081337

10位ISBN编号：7308081338

出版时间：2010-12

出版时间：浙江大学出版社

作者：鲍虎军，华炜 著

页数：299

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## <<实时图形绘制引擎技术>>

### 内容概要

#### Real-Time

Graphics Rendering Engine reveals the software architecture of the modern real-time 3D graphics rendering engine and the relevant technologies based on the authors' experience developing this high-performance, real-time system. The relevant knowledge about real-time graphics rendering such as the rendering pipeline, the visual appearance and shading and lighting models are also introduced. This book is intended to offer well-founded guidance for researchers and developers who are interested in building their own rendering engines.

## 作者简介

Hujun Bao

is a professor at the State Key Lab of Computer Aided Design and Computer Graphics, Zhejiang University, China. Dr. Wei Hua is an associate professor at the same institute.

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