

Read eBook

REAL-TIME COMPUTER GRAPHICS (2ND EDITION) (CHINESE EDITION)



paperback. Book Condition: New. Paperback Pages Number: 461
Language: Chinese targeted in recent years the development of 3D real-time rendering technology. this book systematically introduces a number of key technologies involved in real-time computer graphics. including basic 3D geometric transformations. a variety of photo-realistic and non-photorealistic rendering techniques. various acceleration algorithms. polygons. and curves and surfaces. the intersection tests and collision detection technology. but also to the gra.

Read PDF Real-time computer graphics (2nd Edition) (Chinese Edition)

- Authored by AI KEN YIN DENG PU JIAN TAO YI
- Released at -



Filesize: 8.58 MB

Reviews

This publication is wonderful. I could comprehended every thing out of this published e publication. You can expect to like the way the blogger write this publication.

-- **Eliseo Rippin**

The most effective book i ever read. I really could comprehended almost everything out of this published e ebook. You wont truly feel monotony at at any time of your respective time (that's what catalogs are for regarding should you ask me).

-- **Rusty Kerluke**

This publication is indeed gripping and exciting. I could comprehended almost everything using this composed e publication. I am easily could possibly get a delight of looking at a composed pdf.

-- **Lynn Lindgren**
