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Real-time computer graphics or real-time rendering is the sub-field of computer graphics focused on producing and analyzing images in real time.The term can refer to anything from rendering an application's graphical user interface to real-time image analysis, but is most often used in reference to interactive 3D computer graphics, typically using a graphics processing unit (GPU).

Real-time computer graphics - Wikipedia
内容简介 Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent or programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications.

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Real-Time Rendering, Fourth Edition 作者：Tomas Akenine-M ́ller / Eric Haines / Naty Hoffman 出版社：A K Peters/CRC Press 出版年：2018-8-6 页数：1198 定价：USD 89.95 装帧：平装 ISBN: 9781138627000

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