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# 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.

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- Authored by AI KEN YIN DENG PU JIAN TAO YI
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