An Introduction to Ray tracing (The Morgan Kaufmann Series in Computer Graphics)

Eric Haines, Pat Hanrahan, Robert L. Cook, James Arvo, David Kirk, Paul S. Heckbert

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The creation of ever more realistic 3-D images is central to the development of computer graphics. The ray tracing technique has become one of the most popular and powerful means by which photo-realistic images can now be created. The simplicity, elegance and ease of implementation makes ray tracing an essential part of understanding and exploiting state-of-the-art computer graphics.

An Introduction to Ray Tracing develops from fundamental principles to advanced applications, providing "how-to" procedures as well as a detailed understanding of the scientific foundations of ray tracing. It is also richly illustrated with four-color and black-and-white plates. This is a book which will be welcomed by all concerned with modern computer graphics, image processing, and computer-aided design.

Key Features
* Provides practical "how-to" information
* Contains high quality color plates of images created using ray tracing techniques
* Progresses from a basic understanding to the advanced science and application of ray tracing

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