

REAL-TIME RENDERING

FOURTH EDITION

Thomas A. Akeley • James D. Haines
Angelo Prete • Michal Ivanicki • Sébastien Hillaire

Thoroughly updated, the fourth edition of *Real-Time Rendering* focuses on modern techniques used in games and film. This advanced primer is a treasure of a manual. It provides a guide to the most significant techniques developed and applied over the past decade, and includes case study case studies on 3D games and physical-based materials and lighting, global illumination, and new photo-realistic rendering algorithms to create more realistic scenes. It also covers the latest techniques in ray-traced shadows, volumetric techniques, and advanced shading. A new chapter has been added about neural and deep learning. This edition focuses on games, practical rendering methods used in games and other applications. It also presents a solid foundation of fundamentals and the relevant mathematics for the field of interactive computer graphics, all in an accessible style.

Review

"This is the book I recommend to everyone coming out of the industry. Not only is it a great reference on its own, but it's also a great tool to use to correct or improve depth with your resources for further exploration!"

— Dan Malachuk, *GameDev*

"This *Real-Time Rendering* continues to provide a wealth of cutting-edge papers, GPGUs, and things into a single source of real-time rendering today's best practices, open problems, and promising state-of-the-art research. It is a treasure for everyone and anyone!"

— Chris Wray, Principal Research Scientist, NVIDIA

"Since it was first published, *Real-Time Rendering* has been an invaluable companion to anyone who wants to keep up with the industry field. It continues to provide coverage of the latest research with up-to-date the quality of the latest techniques. The fourth edition is a great reading for anyone serious about computer graphics!"

— Mark Hahn, co-author of *Physically Based Rendering: From Theory to Implementation*

"This book's rendering engine and its case studies that I learned in previous editions of *Real-Time Rendering*. The new edition is quickly updated to represent the current state of the field, and will remain the best resource I think when solving a new challenge."

— Frank Kane, Principal Graphics Engineer, Capcom, and co-author of *Game Engine Architecture*

"This *Real-Time Rendering* is the best book I recommend reading to anyone who wants to learn real-time graphics. It has the latest knowledge in one place, and it's so easy to read, too!"

— Steve Rabinovich, Unity Technologies

Meet the Game: The cover shows an example of advanced real-time rendering techniques used in the *Star Wars* film franchise, which includes techniques on lighting, color, and ray-traced shadows used in the film. The cover was produced by Epic Games and held an award for Best in Show at the 2014 Game Developers Conference.

Game and Graphics



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Real Time Rendering Third Edition

Yi-Tong Ma



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Real Time Rendering Third Edition Introduction

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