



# Real-Time Graphics Rendering Engine (Advanced Topics in Science and Technology in China)

*Hujun Bao, Wei Hua*

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"Real-Time Graphics Rendering Engine" reveals the software architecture of the modern real-time 3D graphics rendering engine and the relevant technologies based on the authors' experience developing this high-performance, real-time system. The relevant knowledge about real-time graphics rendering such as the rendering pipeline, the visual appearance and shading and lighting models are also introduced. This book is intended to offer well-founded guidance for researchers and developers who are interested in building their own rendering engines.

Hujun Bao is a professor at the State Key Lab of Computer Aided Design and Computer Graphics, Zhejiang University, China. Dr. Wei Hua is an associate professor at the same institute.

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