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Ray Tracing Resources Page - realltimeRendering.com

This is the main resources page for the book Real-Time Rendering, Fourth Edition, by Tomas Akenine-Möller, Eric Haines, Naty Hoffman, Angelo Pesce, Micha&Istrok; Iwanicki, and Sébastien Hillaire, 1198 pages, from A K Peters/CRC Press, ISBN-13: 978-1138627000, ISBN-10: 1138627003, list price \$89.95 (Amazon \$76.02, Look inside; Kindle \$43.41 ...

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Specifically, the real-time rendering pipeline consists of three conceptual stages: the application stage, the geometry stage, and the rasterizing stage. I won't bore you any longer with digging any deeper into that bottomless technical well, but the end result is an animation that is rendered in what appears to be real-time, and is measured ...

What is Real Time Rendering and Why It Matters

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Real-Time Rendering | Taylor & Francis Group

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).

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