Texturing And Modeling: A Procedural Approach

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Key features new chapters on: procedural real-time shading by bill mark, procedural geometric instancing and real-time solid texturing by john hart, hardware acceleration strategies by david ebert, cellular texturing by steven worley, and procedural planets and virtual universes by ken musgrave. New material on perlin noise by ken perlin. Printed in full color throughout. Companion web site contains revised sample code and dozens of images. - www.texturingandmodeling.com contains all of the book's sample code in c code segments or in renderman shading language, plus files of many magnificent full-color illustrations. Description the third edition of this classic tutorial and reference on procedural texturing and modeling is thoroughly updated to meet the needs of today's 3d graphics professionals and students. New for this edition are chapters devoted to real-time issues, cellular texturing, geometric instancing, hardware acceleration, futuristic environments, and virtual universes. In addition, the familiar authoritative chapters on which readers have come to rely contain all-new material covering l-systems, particle systems, scene graphs, spot geometry, bump mapping, cloud modeling, and noise improvements. There are many new spectacular color images to enjoy, especially in this edition's full-color format. As in the previous editions, the authors, who are the creators of the methods they discuss, provide extensive, practical explanations of widely accepted techniques as well as insights into designing new ones. New to the third edition are chapters by two well-known contributors: bill mark of nvidia and john hart of the university of illinois at urbana-champaign on state-of-the-art topics not covered in former editions. An accompanying web site (www.texturingandmodeling.com) contains all of the book's sample code in c code segments (all updated to the ansi c standard) or in renderman shading language, plus files of many magnificent full-color illustrations.

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