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Cs 431/636 - advanced rendering techniques

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Glassner: An Introduction to Ray Tracing, Academic Press, 1989; Pharr, Humphreys: Physically Based Rendering, Morgan Kaufmann, 2004; Shreiner, Seller,

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Andrew glassner - wikipedia

Andrew S. Glassner (born 1960) is an American expert in computer graphics, well known in computer graphics community as the originator and editor of the Graphics Gems series and of An Introduction to Ray Tracing. Publishers, Natick , 2002; Andrew Glassner's Notebook, Morgan-Kaufmann Publishers, San Francisco,

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