

Real Time Rendering Tomas Akenine Moller

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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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Tomas Akenine-Möller is a professor in computer science with specialization in computer graphics and image processing at the Department of Computer Science, Lund University, Sweden. Over the past years, I've built my own computer graphics group, LUGG ...

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This page provides information about the book Real-Time Rendering, by Tomas Akenine-Möller, Eric Haines, and Naty Hoffman, 1045 pages, from A.K. Peters Ltd., 3rd edition, ISBN 987-1-56881-424-7, 2008, list price \$89. BibTeX entry. You can purchase a hardcover or Kindle version from Amazon, or an online version from Google eBooks.

Real-Time Rendering Book Information

Tomas Akenine-Möller, Eric Haines, Naty Hoffman Anteprima limitata - 2019 Real-Time Rendering
Tomas Akenine-Möller , Eric Haines , Naty Hoffman Anteprima non disponibile - 2008

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Based upon the description posted back in October on the Real-Time Rendering blog, this is a second printing (it's well over 2-1/8" thick - see the attached photo of the spine). Thus far I've had 3 pages fall out after leafing through the first chapter, including a page in the table of contents and the first page of Chapter 1.

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