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images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years.

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Real-Time Rendering Bibliography - 3rd Edition

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Real-time computer graphics - Wikipedia

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Real-Time Rendering, Fourth Edition 作者 : Tomas Akenine-Möller / Eric Haines / Naty Hoffman
出版社: A K Peters/CRC Press 出版年: 2018-8-6 页数: 1198 定价: USD 89.95 装帧: 平装 ISBN:
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