

Advanced Renderman Creating Cgi For Motion Pictures The Morgan Kaufmann Series In Computer Graphics

This text details the entire OpenGL ES 3.0 pipeline with detailed examples in order to provide a guide for developing a wide range of high performance 3D applications for embedded devices. Written by specialists in teaching computer animation, this text addresses key international topics of computer animation, such as: mathematics, modelling, rendering, and compositing. Each chapter discusses a particular topic and how it is applied, including state-of-the-art techniques that are used in computer animation. The handbook provides a complete and up-to-date picture of computer animation and will be a valuable reference source for programmers, technical directors and animators in computer animation, computer games and special effects and also undergraduate and postgraduate students. The editor, John Vince, has written and edited over 20 books on computer graphics, computer animation and virtual reality.

This book presents techniques to render photo-realistic images by programming the Graphics Processing Unit (GPU). We discuss effects such as mirror reflections, refractions, caustics, diffuse or glossy indirect illumination, radiosity, single or multiple scattering in participating media, tone reproduction, glow, and depth of field. The book targets game developers, graphics programmers, and also students with some basic understanding of computer graphics algorithms, rendering APIs like Direct3D or OpenGL, and shader programming. In order to make the book self-contained, the most important concepts of local illumination and global illumination rendering, graphics hardware, and Direct3D/HLSL programming are reviewed in the first chapters. After these introductory chapters we warm up with simple methods including shadow and environment mapping, then we move on toward advanced concepts aiming at global illumination rendering. Since it would have been impossible to give a rigorous review of all approaches proposed in this field, we go into the details of just a few methods solving each particular global illumination effect. However, a short discussion of the state of the art and links to the bibliography are also provided to refer the interested reader to techniques that are not detailed in this book. The implementation of the selected methods is also presented in HLSL, and we discuss their observed performance, merits, and disadvantages. In the last chapter, we also review how these techniques can be integrated in an advanced game engine and present case studies of their exploitation in games. Having gone through this book, the reader will have an overview of the state of the art, will be able to apply and improve these techniques, and most importantly, will be capable of developing brand new GPU algorithms. Table of Contents: Global Illumination Rendering / Local Illumination Rendering Pipeline of GPUs / Programming and Controlling GPUs / Simple Improvements of the Local Illumination Model / Ray Casting on the GPU / Specular Effects with Rasterization / Diffuse and Glossy Indirect Illumination / Pre-computation Aided Global Illumination / Participating Media Rendering / Fake Global Illumination / Postprocessing Effects / Integrating GI Effects in Games and Virtual Reality Systems / Bibliography

Demystifying Disney: A History of Disney Feature Animation provides a comprehensive and thoroughly up-to-date examination of the Disney studio's evolution through its animated films. In addition to challenging certain misconceptions concerning the studio's development, the study also brings scholarly definition to hitherto neglected aspects of contemporary Disney. Through a combination of economic, cultural, historical, textual, and technological approaches, this book provides a discriminating analysis of Disney authorship, and the authorial claims of others working within the studio; conceptual and theoretical engagement with the constructions of 'Classic' Disney, the Disney Renaissance, and Neo-Disney; Disney's relationship with other studios; how certain Disney animations problematise a homogeneous reading of the studio's output; and how the studio's animation has changed as a consequence of new digital technologies. For all those interested in gaining a better understanding of one of cinema's most popular and innovative studios, this will be an invaluable addition to the existing literature.

From the bestselling author of *Rise of the Rocket Girls*, the untold, "richly detailed" story of the women of Walt Disney Studios, who shaped the iconic films that have enthralled generations (Margot Lee Shetterly, *New York Times* bestselling author of *Hidden Figures*). From *Snow White* to *Moana*, from *Pinocchio* to *Frozen*, the animated films of Walt Disney Studios have moved and entertained millions. But few fans know that behind these groundbreaking features was an incredibly influential group of women who fought for respect in an often ruthless male-dominated industry and who have slipped under the radar for decades. In *The Queens of Animation*, bestselling author Nathalia Holt tells their dramatic stories for the first time, showing how these women infiltrated the boys' club of Disney's story and animation departments and used early technologies to create the rich artwork and unforgettable narratives that have become part of the American canon. As the influence of Walt Disney Studios grew -- and while battling sexism, domestic abuse, and workplace intimidation -- these women also fought to transform the way female characters are depicted to young audiences. With gripping storytelling, and based on extensive interviews and exclusive access to archival and personal documents, *The Queens of Animation* reveals the vital contributions these women made to Disney's Golden Age and their continued impact on animated filmmaking, culminating in the record-shattering *Frozen*, Disney's first female-directed full-length feature film. A Best Book of 2019: *Library Journal*, *Christian Science Monitor*, and *Financial Times*

GPU Pro4: Advanced Rendering Techniques presents ready-to-use ideas and procedures that can help solve many of your day-to-day graphics programming challenges. Focusing on interactive media and games, the book covers up-to-date methods for producing real-time graphics. Section editors Wolfgang Engel, Christopher Oat, Carsten Dachsbacher, Michal Valient, Wessam Bahnassi, and Sebastien St-Laurent have once again assembled a high-quality collection of cutting-edge techniques for advanced graphics processing unit (GPU) programming. Divided into six sections, the book begins with discussions on the ability of GPUs to process and generate geometry in exciting ways. It next introduces new shading and global illumination techniques for the latest real-time rendering engines and explains how image space algorithms are becoming a key way to achieve a more realistic and higher quality final image. Moving on to the difficult task of rendering shadows, the book describes the state of the art in real-time shadow maps. It then covers game engine design, including quality, optimization, and high-level architecture. The final section explores approaches that go beyond the normal pixel and triangle scope of GPUs as well as techniques that take advantage of the parallelism of modern graphic processors in a variety of applications. Useful to beginners and seasoned game and graphics programmers alike, this color book offers practical tips and techniques for creating real-time graphics. Example programs and source code are available for download on the book's CRC Press web page. The directory structure of the online material closely follows the book structure by using the chapter numbers as the name of the subdirectory.

Complete Coverage of OpenGL® 4.5—the Latest Version (Includes 4.5, 4.4, SPIR-V, and Extensions) The latest version of today's leading worldwide standard for computer graphics, OpenGL

4.5 delivers significant improvements in application efficiency, flexibility, and performance. OpenGL 4.5 is an exceptionally mature and robust platform for programming high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and shaders. OpenGL® Programming Guide, Ninth Edition, presents definitive, comprehensive information on OpenGL 4.5, 4.4, SPIR-V, OpenGL extensions, and the OpenGL Shading Language. It will serve you for as long as you write or maintain OpenGL code. This edition of the best-selling "Red Book" fully integrates shader techniques alongside classic, function-centric approaches, and contains extensive code examples that demonstrate modern techniques. Starting with the fundamentals, its wide-ranging coverage includes drawing, color, pixels, fragments, transformations, textures, framebuffers, light and shadow, and memory techniques for advanced rendering and nongraphical applications. It also offers discussions of all shader stages, including thorough explorations of tessellation, geometric, and compute shaders. New coverage in this edition includes Thorough coverage of OpenGL 4.5 Direct State Access (DSA), which overhauls the OpenGL programming model and how applications access objects Deeper discussions and more examples of shader functionality and GPU processing, reflecting industry trends to move functionality onto graphics processors Demonstrations and examples of key features based on community feedback and suggestions Updated appendixes covering the latest OpenGL libraries, related APIs, functions, variables, formats, and debugging and profiling techniques Physically Based Rendering, Second Edition, describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. A method known as literate programming combines human-readable documentation and source code into a single reference that is specifically designed to aid comprehension. The result is a stunning achievement in graphics education. Through the ideas and software in this book, you will learn to design and employ a full-featured rendering system for creating stunning imagery. This new edition greatly refines its best-selling predecessor by streamlining all obsolete code as well as adding sections on parallel rendering and system design; animating transformations; multispectral rendering; realistic lens systems; blue noise and adaptive sampling patterns and reconstruction; measured BRDFs; and instant global illumination, as well as subsurface and multiple-scattering integrators. These updates reflect the current state-of-the-art technology, and along with the lucid pairing of text and code, ensure the book's leading position as a reference text for those working with images, whether it is for film, video, photography, digital design, visualization, or gaming. The book that won its authors a 2014 Academy Award for Scientific and Technical Achievement from the Academy of Motion Picture Arts and Sciences New sections on subsurface scattering, Metropolis light transport, precomputed light transport, multispectral rendering, and much more Includes a companion site complete with source code for the rendering system described in the book, with support for Windows, OS X, and Linux: visit www.pbrt.org Code and text are tightly woven together through a unique indexing feature that lists each function, variable, and method on the page that they are first described OpenGL® Shading Language, Third Edition, extensively updated for OpenGL 3.1, is the experienced application programmer's guide to writing shaders. Part reference, part tutorial, this book thoroughly explains the shift from fixed-functionality graphics hardware to the new era of programmable graphics hardware and the additions to the OpenGL API that support this programmability. With OpenGL and shaders written in the OpenGL Shading Language, applications can perform better, achieving stunning graphics effects by using the capabilities of both the visual processing unit and the central processing unit. In this book, you will find a detailed introduction to the OpenGL Shading Language (GLSL) and the new OpenGL function calls that support it. The text begins by describing the syntax and semantics of this high-level programming language. Once this foundation has been established, the book explores the creation and manipulation of shaders using new OpenGL function calls. OpenGL® Shading Language, Third Edition, includes updated descriptions for the language and all the GLSL entry points added though OpenGL 3.1, as well as updated chapters that discuss transformations, lighting, shadows, and surface characteristics. The third edition also features shaders that have been updated to OpenGL Shading Language Version 1.40 and their underlying algorithms, including Traditional OpenGL fixed functionality Stored textures and procedural textures Image-based lighting Lighting with spherical harmonics Ambient occlusion and shadow mapping Volume shadows using deferred lighting Ward's BRDF model The color plate section illustrates the power and sophistication of the OpenGL Shading Language. The API Function Reference at the end of the book is an excellent guide to the API entry points that support the OpenGL Shading Language. 'Rendering for Beginners is bound to become a must-read for anyone interested in Pixar's RenderMan. Saty's experience as both RenderMan practitioner and RenderMan teacher gives him a unique and valuable perspective. I can't wait to add a copy to my own graphics library.' Dana Batali, Director of RenderMan Development, Pixar Animation Studios Whether you are an animator, artist or 2D illustrator looking to move to 3D rendering you will be amazed by what can be achieved with RenderMan. Saty Raghavachary offers a complete, non-technical introduction to RenderMan and rendering in general - finally a guide you don't need a math degree to follow! Full of clear explanations and plenty of samples on the associated website - www.smartcg.com/tech/cg/books/RfB - for you to play with, this color guide will quickly get you up to speed with this powerful, professional program so you too can harness the power of the program to create top quality imagery. The book features: * Clear explanations of rendering concepts to get you up and running fast * Extensive color illustrations to inspire you to make the most of your skills * An associated website with numerous self-contained examples which you can download, reproduce, modify and learn from * Comprehensive coverage of RenderMan's functionality to show you how to get the most out of this powerful renderer * Coverage relevant for all versions of the package, including a section on global illumination introduced in Release 11, as well as the key, general rendering concepts Pixar's award-winning RenderMan is one of the best renderers available and has been used to create visual effects for dozens of movies since 1985. It is also the renderer used to make blockbuster animated movies such as Toy Story and Finding Nemo. As the beautiful images in this book show, in addition to photoreal imagery you can also use it to create illustrations, visualizations, simulations of natural media and even abstract art! Contents: Rendering; RenderMan; RIB syntax; Geometric primitives; Transformations; Camera, output; Controls; Shading; What's next; Resources Saty Raghavachary is a senior graphics software developer at DreamWorks Feature Animation. He has written software used in The Prince of Egypt, The Road to El Dorado, Spirit: Stallion of the Cimarron, Sinbad: Legend of the Seven Seas and Shark Tale. He is also a part-time instructor at Gnomon School of Visual Effects, USA where he teaches RenderMan and MEL (Maya) programming. Charts the turbulent history of Pixar Animation Studios in the context of the changing fortunes of computer animation, discussing the rocky early years, the volatile personal

relationships involved, and the making of the studio's innovative films.

Visualization in Medicine is the first book on visualization and its application to problems in medical diagnosis, education, and treatment. The book describes the algorithms, the applications and their validation (how reliable are the results?), and the clinical evaluation of the applications (are the techniques useful?). It discusses visualization techniques from research literature as well as the compromises required to solve practical clinical problems. The book covers image acquisition, image analysis, and interaction techniques designed to explore and analyze the data. The final chapter shows how visualization is used for planning liver surgery, one of the most demanding surgical disciplines. The book is based on several years of the authors' teaching and research experience. Both authors have initiated and lead a variety of interdisciplinary projects involving computer scientists and medical doctors, primarily radiologists and surgeons. * A core field of visualization and graphics missing a dedicated book until now * Written by pioneers in the field and illustrated in full color * Covers theory as well as practice

While many books have addressed visual effects in Hollywood cinema, The Digitization of Cinematic Visual Effects: Hollywood's Coming of Age, by Rama Venkatasawmy, fills an important gap in cinematic analysis and film history by providing a periodization and techno-historical account of visual effects in Hollywood cinema."

Programmable graphics shaders, programs that can be downloaded to a graphics processor (GPU) to carry out operations outside the fixed-function pipeline of earlier standards, have become a key feature of computer graphics. This book is designed to open computer graphics shader programming to the student, whether in a traditional class or on their own. It is intended to complement texts based on fixed-function graphics APIs, specifically OpenGL. It introduces shader programming in general, and specifically the GLSL shader language. It also introduces a flexible, easy-to-use tool, glman, that helps you develop, test, and tune shaders outside an application that would use them.

The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques. The author teaches computer graphics at NYU's Tisch School of the Arts, and his book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. Previously announced as "Pixels, Patterns, and Processing" *A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics *Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve *Includes lessons on how to program live video, animated images and interactive sound

Subdivision Methods for Geometric Design provides computer graphics students and designers with a comprehensive guide to subdivision methods, including the background information required to grasp underlying concepts, techniques for manipulating subdivision algorithms to achieve specific effects, and a wide array of digital resources on a dynamic companion Web site. Subdivision Methods promises to be a groundbreaking book, important for both advanced students and working professionals in the field of computer graphics. The only book devoted exclusively to subdivision techniques Covers practical topics including uniform Bezier and B-Spline curves, polyhedral meshes, Catmull-Clark subdivision for quad meshes and objects with sharp creases and pointed vertices A companion website provides example code and concept implementations of subdivision concepts in an interactive Mathematica environment

This book constitutes the refereed proceedings of the International Conference, VISIGRAPP 2011, the Joint Conference on Computer Vision, Theory and Applications (VISAPP), on Imaging Theory and Applications (IMAGAPP), on Computer Graphics Theory and Applications (GRAPP), and on Information Visualization Theory and Applications (IVAPP), held in Vilamoura, Portugal, in March 2011. The 15 revised full papers presented together with one invited paper were carefully reviewed and selected. The papers are organized in topical sections on computer graphics theory and applications; imaging theory and applications; information visualization theory and applications; and computer vision theory and applications.

High dynamic range imaging produces images with a much greater range of light and color than conventional imaging. The effect is stunning, as great as the difference between black-and-white and color television. High Dynamic Range Imaging is the first book to describe this exciting new field that is transforming the media and entertainment industries. Written by the foremost researchers in HDRI, it will explain and define this new technology for anyone who works with images, whether it is for computer graphics, film, video, photography, or lighting design. * Written by the leading researchers in HDRI * Covers all the areas of high dynamic range imaging including capture devices, display devices, file formats, dynamic range reduction, and image-based lighting * Includes a DVD with over 4 GB of HDR images as well as source code and binaries for numerous tone reproduction operators for Windows, Linux, and Mac OS X

From contributors to animated films such as Toy Story and A Bug's Life, comes this text to help animators create the sophisticated computer-generated special effects seen in such features as Jurassic Park. This book constitutes the refereed proceedings of the Second International Conference on Virtual Storytelling, ICVS 2003, held in Toulouse, France in November 2003. The 27 revised full papers presented together with 3 invited papers were carefully reviewed and selected for presentation. The papers are organized in topical sections on real-time technologies, narrativity and authoring, mediation and interface, virtual characters, mixed reality, and applications.

Advanced RenderMan Creating CGI for Motion Pictures Morgan Kaufmann

Today truly useful and interactive graphics are available on affordable computers. While hardware progress has been impressive, widespread gains in software expertise have come more slowly. Information about advanced techniques—beyond those learned in introductory computer graphics texts—is not as easy to come by as inexpensive hardware. This book brings the graphics programmer beyond the basics and introduces them to advanced knowledge that is hard to obtain outside of an intensive CG work environment. The book is about graphics techniques—those that don't require esoteric hardware or custom graphics libraries—that are written in a comprehensive style and do useful things. It covers graphics that are not covered well in your old graphics textbook. But it also goes further, teaching you how to apply those techniques in real world applications, filling real world needs. Emphasizes the algorithmic side of computer graphics, with a practical application focus, and provides usable techniques for real world problems. Serves as an introduction to the techniques that are hard to obtain outside of an intensive computer graphics work environment. Sophisticated and novel programming techniques are implemented in C using the OpenGL library, including coverage of color and lighting; texture mapping; blending and compositing; antialiasing; image processing; special effects; natural phenomena; artistic and non-photorealistic techniques, and many others.

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional 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. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use. Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

Mathematical optimization is used in nearly all computer graphics applications, from computer vision to animation. This book teaches readers the core set of techniques that every computer graphics professional should understand in order to envision and expand the boundaries of what is possible in their work. Study of this authoritative reference will help readers develop a very powerful tool- the ability to create and decipher mathematical models that can better realize solutions to even the toughest problems confronting computer graphics community today. *Distills down a vast and complex world of information on optimization into one short, self-contained volume especially for computer graphics *Helps CG professionals identify the best technique for solving particular problems quickly, by categorizing the most effective algorithms by application *Keeps readers current by supplementing the focus on key, classic methods with special end-of-chapter sections on cutting-edge developments

This book contains the proceedings of the Eurographics Workshop on Rendering, which took place from the 25 to the 27th of June, 2001, in London, United Kingdom. Over the past 11 years, the workshop has become the premier forum dedicated to research in rendering. Much of the work in rendering now appearing in other conferences and journals builds on ideas originally presented at the workshop. This year we received a total of 74 submissions. Each paper was carefully reviewed by two of the 28 international programme committee members, as well as external reviewers, selected by the co-chairs from a pool of 125 individuals. In this review process, all submissions and reviews were handled electronically, with the exception of videos submitted with a few of the papers. The overall quality of the submissions was exceptionally high. Space and time constraints forced the committee to make some difficult decisions. In the end, 29 papers were accepted, and they appear here. Almost all papers are accompanied color images, which appear at the end of the book. The papers treat the following varied topics: methods for local and global illumination, techniques for acquisition and modeling from images, image-based rendering, new image representations, hardware assisted methods, shadow algorithms, visibility, perception, texturing, and filtering. Each year, in addition to the reviewed contributions, the workshop includes invited presentations from internationally recognized experts.

Helps readers to develop their own professional quality computer graphics. Hands-on examples developed in OpenGL illustrate key concepts.

Trying to learn Maya programming from the documentation can be daunting whether or not you are a programmer. The first edition of MEL Scripting for Maya Animators earned the reputation as the best introductory book on MEL, Maya's scripting language. Now fully revised and updated, the second edition also includes new features, such as a discussion of global procedures, new chapters on fixing programming bottlenecks, advanced user interface techniques, and optimizing character rigs. New chapters on utility nodes and Maya's Web Panel feature provide new ideas on how to use MEL in applications. This new edition has kept the popular style of the first edition that offered very clear explanations of programming concepts to those without programming experience. A generous collection of code examples and Maya scene files is included on the companion Web site. This is a book for animators, artists, game developers, visual effects developers, and technical directors who want to learn the fundamentals of Maya, how to automate tasks, personalize user interfaces, build custom tools, and solve problems with MEL. Fully updated with several new chapters. Profusely illustrated and includes a companion Web site with numerous code examples and scene files. The authors bring their extensive experience in professional production studios to provide expert guidance.

Get Real-World Insight from Experienced Professionals in the OpenGL Community With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design of WebGL libraries, and discusses OpenGL in the classroom. The contributors also examine asynchronous buffer and texture transfers, performance state tracking, and programmable vertex pulling. Sharpen Your Skills Focusing on current and emerging techniques for the OpenGL family of APIs, this book demonstrates the breadth and depth of OpenGL. Readers will gain practical skills to solve problems related to performance, rendering, profiling, framework design, and more.

Thoroughly updated, this fourth edition focuses on modern techniques used to generate synthetic three-dimensional 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. This edition discusses current, practical rendering methods used in games and o

"David Gould is an expert at using, programming, and teaching Maya, and it shows. People who need to program Maya will find this book essential. Even Maya users who don't intend to do extensive programming should read this book for a better understanding of what's going on under the hood. Compact yet thorough, it covers both MEL and the C++ API, and is written to be informative for both novice and expert programmers. Highly recommended!" -Larry Gritz, Exluna/NVIDIA, co-author of Advanced RenderMan: Creating CGI for Motion Pictures "This book should be required reading for all Maya programmers, novice and expert alike. For the novice, it provides a thorough and wonderfully well thought-out hands-on tutorial and introduction to Maya. The book's greatest contribution, however, is that in it

David shares his deep understanding of Maya's fundamental concepts and architecture, so that even the expert can learn to more effectively exploit Maya's rich and powerful programming interfaces." -Philip J. Schneider, Disney Feature Animation, co-author of Geometric Tools for Computer Graphics "Having provided a technical review of David Gould's Complete Maya Programming, I must say that this book is the definitive text for scripting and plug-in development for Maya. Never before has there been such a concise and clearly written guide to programming for Maya. Any user smart enough to pick up this book would be better off for it." -Chris Rock, a Technical Director at "a Large Animation Studio in Northern California" "If you ever wanted to open the Maya toolbox, this is your guide. With clear step-by-step instructions, you will soon be able to customize and improve the application, as well as create your own extensions, either through the MEL scripting language or the full C++ API." -Christophe Hery, Industrial Light & Magic Learning Maya, the world's leading 3D animation and effects package, is a challenge, especially for those who want to master Maya's versatile programming features in addition to its built-in tools. Finally, here is a practical, step-by-step guide that shows how to use Maya to its fullest potential, beginning with the basics. Readers of Complete Maya Programming will first gain a thorough understanding of Maya's inner workings, and then learn how to customize and extend Maya with scripts and plugins that take control and productivity to new levels. Users new to programming can apply Maya's easy scripting language MEL (Maya Embedded Language), while more advanced users can work with the C++ API (Application Programming Interface). Both a fundamental tutorial for Maya beginners and a solid reference for experienced developers, Complete Maya Programming is every user's guide to Maya mastery. FEATURES: *Demonstrates how to use MEL to control Maya, customize its interface, automate procedures, and more *Details how to use the C++ API to modify Maya functionality and develop tools and features to meet any need *Explains when to use MEL, when to use the C++ API, and how to use them together *Provides a multitude of real-world examples illustrating applications of Maya programming *Ideal for technical directors, developers, or anyone wishing to master Maya *Provides a storehouse of MEL scripts and C++ source code, glossary, and list of resources, available at www.davidgould.com

The polygon-mesh approach to 3D modeling was a huge advance, but today its limitations are clear. Longer render times for increasingly complex images effectively cap image complexity, or else stretch budgets and schedules to the breaking point. Comprised of contributions from leaders in the development and application of this technology, Point-Based Graphics examines it from all angles, beginning with the way in which the latest photographic and scanning devices have enabled modeling based on true geometry, rather than appearance. From there, it's on to the methods themselves. Even though point-based graphics is in its infancy, practitioners have already established many effective, economical techniques for achieving all the major effects associated with traditional 3D Modeling and rendering. You'll learn to apply these techniques, and you'll also learn how to create your own. The final chapter demonstrates how to do this using Pointshop3D, an open-source tool for developing new point-based algorithms. The first book on a major development in computer graphics by the pioneers in the field Shows how 3D images can be manipulated as easily as 2D images are with Photoshop

The third entry in the Jim Blinn's Corner series, this is, like the others, a handy compilation of selected installments of his influential column. But here, for the first time, you get the "Director's Cut" of the articles: revised, expanded, and enhanced versions of the originals. What's changed? Improved mathematical notation, more diagrams, new solutions. What remains the same? All the things you've come to rely on: straight answers, irreverent style, and innovative thinking. This is Jim Blinn at his best - now even better. Features 21 expanded and updated installments of "Jim Blinn's Corner," dating from 1995 to 2001, and never before published in book form Includes "deleted scenes"—tangential explorations that didn't make it into the original columns Details how Blinn represented planets in his famous JPL flyby animations Explores a wide variety of other topics, from the concrete to the theoretical: assembly language optimization for parallel processors, exotic usage of C++ template instantiation, algebraic geometry, a graphical notation for tensor contraction, and his hopes for a future world

This book is a high-level overview of Sh and its relationship to other realtime shading and Graphics processing unit programming languages. It is a reference manual and language specification and methodically and exhaustively presents details of the various features of Sh.

This third edition has been thoroughly updated to ensure it continues to meet the needs of 3D graphics professionals and students. Included are all new chapters devoted to the latest issues in the field, real-time procedural shading, texture atlases, and procedural geometric instancing.

Even as developments in photorealistic computer graphics continue to affect our work and leisure activities, practitioners and researchers are devoting more and more attention to non-photorealistic (NPR) techniques for generating images that appear to have been created by hand. These efforts benefit every field in which illustrations—thanks to their ability to clarify, emphasize, and convey very precise meanings—offer advantages over photographs. These fields include medicine, architecture, entertainment, education, geography, publishing, and visualization. Non-Photorealistic Computer Graphics is the first and only resource to examine non-photorealistic efforts in depth, providing detailed accounts of the major algorithms, as well as the background information and implementation advice readers need to make headway with these increasingly important techniques. Already, an estimated 10% of computer graphics users require some form of non-photorealism. Strothotte and Schlechtweg's important new book is designed and destined to be the standard NPR reference for this large, diverse, and growing group of professionals. Hard-to-find information needed by a wide range and growing number of computer graphics programmers and applications users. Traces NPR principles and techniques back to their origins in human vision and perception. Focuses on areas that stand to benefit most from advances in NPR, including medical and architectural illustration, cartography, and data visualization. Presents algorithms for two and three-dimensional effects, using pseudo-code where needed to clarify complex steps. Helps readers attain pen-and-ink, pencil-sketch, and painterly effects, in addition to other styles. Explores specific challenges for NPR—including "wrong" marks, deformation, natural media, artistic technique, lighting, and dimensionality. Includes a series of programming projects in which readers can apply the book's concepts and algorithms.

The very word "digital" has acquired a status that far exceeds its humble dictionary definition. Even the prefix digital, when associated with familiar sectors such as radio, television, photography and telecommunications, has reinvented these industries, and provided a unique opportunity to refresh them with new start-up companies, equipment, personnel, training and working practices - all of which are vital to modern national and international economies. The last century was a period in which new media stimulated new job opportunities, and in many cases created totally new sectors: video competed with film, CDs transformed LPs, and computer graphics threatened traditional graphic design sectors. Today, even the need for a physical medium is in question. The virtual digital domain allows the capture, processing, transmission, storage, retrieval and display of text, images, audio and animation without familiar materials such as paper, celluloid, magnetic tape and plastic. But moving from these media to the digital domain introduces all sorts of problems, such as the conversion of analog archives, multimedia databases, content-based retrieval and the design of new content that exploits the benefits offered by digital systems. It is this issue of digital content creation that we address in this book. Authors from around the world were invited to comment on different aspects of digital content creation, and their contributions form the 23 chapters of this volume.

Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to

Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling “Red Book” describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the “Orange Book”). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

"Curves and Surfaces in Geometric Modeling: Theory and Algorithms offers a theoretically unifying understanding of polynomial curves and surfaces as well as an effective approach to implementation that you can apply to your own work as a graduate student, scientist, or practitioner." "The focus here is on blossoming - the process of converting a polynomial to its polar form - as a natural, purely geometric explanation of the behavior of curves and surfaces. This insight is important for more than just its theoretical elegance - the author demonstrates the value of blossoming as a practical algorithmic tool for generating and manipulating curves and surfaces that meet many different criteria. You'll learn to use this and other related techniques drawn from affine geometry for computing and adjusting control points, deriving the continuity conditions for splines, creating subdivision surfaces, and more." "It will be an essential acquisition for readers in many different areas, including computer graphics and animation, robotics, virtual reality, geometric modeling and design, medical imaging, computer vision, and motion planning."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Publisher Description

Beginning with the mathematical basics of vertex and pixel shaders, and building to detailed accounts of programmable shader operations, this title provides the foundation and techniques necessary for replicating popular cinema-style 3D graphics as well as creating your own real-time procedural shaders.

Computer graphics systems are capable of generating stunningly realistic images of objects that have never physically existed. In order for computers to create these accurately detailed images, digital models of appearance must include robust data to give viewers a credible visual impression of the depicted materials. In particular, digital models demonstrating the nuances of how materials interact with light are essential to this capability. Digital Modeling of Material Appearance is the first comprehensive work on the digital modeling of material appearance: it explains how models from physics and engineering are combined with keen observation skills for use in computer graphics rendering. Written by the foremost experts in appearance modeling and rendering, this book is for practitioners who want a general framework for understanding material modeling tools, and also for researchers pursuing the development of new modeling techniques. The text is not a "how to" guide for a particular software system. Instead, it provides a thorough discussion of foundations and detailed coverage of key advances. Practitioners and researchers in applications such as architecture, theater, product development, cultural heritage documentation, visual simulation and training, as well as traditional digital application areas such as feature film, television, and computer games, will benefit from this much needed resource. ABOUT THE AUTHORS Julie Dorsey and Holly Rushmeier are professors in the Computer Science Department at Yale University and co-directors of the Yale Computer Graphics Group. François Sillion is a senior researcher with INRIA (Institut National de Recherche en Informatique et Automatique), and director of its Grenoble Rhône-Alpes research center. First comprehensive treatment of the digital modeling of material appearance Provides a foundation for modeling appearance, based on the physics of how light interacts with materials, how people perceive appearance, and the implications of rendering appearance on a digital computer An invaluable, one-stop resource for practitioners and researchers in a variety of fields dealing with the digital modeling of material appearance

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