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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.

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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 ...

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