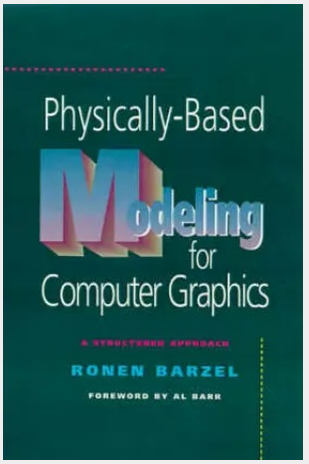
Barzel / Barr

# Physically Based Modeling for Computer Graphics

A Structured Approach

Physically-Based Modeling for Computer Graphics: A Structured Approach addresses the challenge of designing and managing the complexity of physically-based models. This book will be of interest to researchers, computer graphics practitioners, mathematicians, engineers, animators, software developers and those interested in computer implementation and simulation of mathematical models.




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