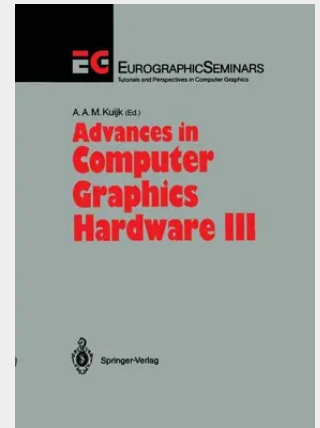


Advances in Computer Graphics Hardware III

This book is a collection of the finalized versions of the papers presented at the third Eurographics Workshop on Graphics Hardware. The diversity of the contributions reflects the widening range of options for graphics hardware that can be exploited due to the constant evolution of VLSI and software technologies. The first part of the book deals with the algorithmic aspects of graphics systems in a hardware-oriented context. Topics are: VLSI design strategies, data distribution for ray-tracing, the advantages of point-driven image generation with respect to VLSI implementation, use of memory and ease of parallelization, ray-tracing, and image reconstruction. The second part is on specific hardware, on content addressable memories and voxel-based systems. The third part addresses parallel systems: massively parallel object-based architectures, two systems in which image generated by individual rendering systems are composited, a transputer-based parallel display processor.

This book is a collection of the finalized versions of the papers presented at the third Eurographics Workshop on Graphics Hardware. The diversity of the contributions reflects the widening range of options for graphics hardware that can be exploited due to the constant evolution of VLSI and software technologies. The first part of the book deals with the algorithmic aspects of graphics systems in a hardware-oriented context. Topics are: VLSI design strategies, data distribution for ray-tracing, the advantages of point-driven image generation with respect to VLSI implementation, use of memory and ease of parallelization, ray-tracing, and image reconstruction. The second part is on specific hardware, on content addressable memories and voxel-based systems. The third part addresses parallel systems: massively parallel object-based architectures, two systems in which image generated by individual rendering systems are composited, a transputer-based parallel display processor.



106,99 €

99,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540534884

Medium: Buch

ISBN: 978-3-540-53488-4

Verlag: Springer

Erscheinungstermin: 28.03.1991

Sprache(n): Englisch

Auflage: 1991

Serie: Focus on Computer Graphics

Produktform: Gebunden

Gewicht: 1440 g

Seiten: 216

Format (B x H): 183 x 260 mm

