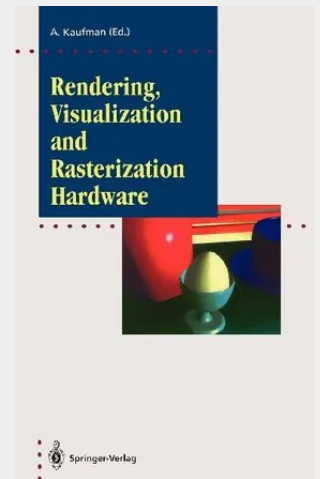


Rendering, Visualization and Rasterization Hardware

The latest developments in rendering, visualization, and rasterization hardware are reported in this volume, which contains revised versions of the contributions to the Sixth Eurographics Workshop on Graphics Hardware, held in Vienna in September 1991 in conjunction with the Eurographics '91 Conference. The book has five parts and a keynote paper, "Issues and Directions for Graphics Hardware Accelerators", by Kurt Akeley. The first part of the book concerns graphics hardware design, including simulation and silicon compilers. The second part contains two papers on graphics systems. The third part focuses on volume (voxel-based) machines, describing two devices to facilitate transformations of volumes. The fourth part includes papers on rasterization systems, including character rasterization and scan-conversion of triangular faces. The papers in the last part of the book focus on rendering machines. They include a programmable rendering engine, primitive shaders, and radiosity implementation on a parallel architecture.

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