Texturing and Modeling: A Procedural Approach (The Morgan Kaufmann Series in Computer Graphics)

By Author Unknown

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Congratulations to Ken Perlin for his 1997 Technical Achievement Award from the Academy of Motion Picture Arts and Science Board of Governors, given in recognition of the development of "Turbulence", Perlin Noise, a technique discussed in this book which is used to produce natural appearing textures on computer-generated surfaces for motion picture visual effects. Dr. Perlin joins Darwyn Peachey (co-developer of RenderMan(R), also discussed in the book) in being honored with this prestigious award.

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* Written at a usable level by the developers of the techniques
* Serves as a source book for those writing rendering systems, shaders, and animations.
* Discusses the design and implementation of noise functions.
* Contains procedural modeling of gases, hypertextures, mountains, and landscapes.
* Provides a toolbox of specific procedures and basic primitive functions for producing realistic images.
* Procedures are presented in C code segments or in Renderman shading language.
* 3.5" disk contains the code from within the book for easy implementation

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Editorial Review

Review
"This book has always been my favorite computer graphics book...The authors are the key inventors of the technology and some of the most creative individuals I know."-From the foreword by Pat Hanrahan, Canon USA Professor, Stanford University

"This new edition updates the definitive book on the subject with 50% more material. Video game developers will be particularly interested in the dementrations of procedural texturing and modeling on real-time hardware..."-Steve Anderson, CTO, Electronic Arts, Los Angeles

"**Texturing and Modeling, Third Edition** has kept up with the latest technology and provides insight and instruction on how to best use it. I would recommend it to anyone as an introduction to procedural techniquest or as a comprehensive reference."-Doug Roble, Creative Director of Software, Digital Domain

From the Back Cover
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David S. Ebert is associate professor at Purdue University and editor in chief for *IEEE Transactions on Visualization and Computer Graphics*. F. Kenton Musgrave, CEO and CTO of Pandromeda, Inc., has developed digital effects for *Titanic* and *Apollo 13*. Darwyn Peachey is vice president of Pixar Animation Studios and developer of *RenderMan*. Ken Perlin is a professor of computer science and director of the Center for Advanced Technology and the Media Research Lab at New York University, and developer of *Perlin Noise*. Steven Worley publishes plug-in tools for 3D packages through his company, Worley Laboratories.

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Darwyn Peachey is vice-president of Research and Development at Pixar Animation Studios. Prior to joining Pixar in 1988, Mr. Peachey was a member of the research staff at the University of Saskatchewan in Canada.

Ken Perlin is Professor of Computer Science and Director of the Center for Advanced Technology and the Media Research Lab at New York University. Dr. Perlin received a technical achievement Academy Award for his *Perlin Noise*, a procedural technique used in motion picture visual effects.

Steve Worley is an active researcher in graphics texturing, with experience in practical implementation of textures for use by other 3-D artists. He is the author of the popular Essence library of algorithmic textures.

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