



Practical Parallel Rendering

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Meeting the growing demands for speed and quality in rendering computer graphics images requires new techniques. Practical parallel rendering provides one of the most practical solutions. This book addresses the basic issues of rendering within a parallel or distributed computing environment, and considers the strengths and weaknesses of multiprocessor machines and networked render farms for graphics rendering. Case studies of working applications demonstrate, in detail, practical ways of dealing with complex issues involved in parallel processing.

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Editorial Review

About the Author

Alan Chalmers is a faculty member of the Department of Computer Science, University of Bristol, UK, and the Vice President of the ACM.

Timothy Davis is a faculty member of the Department of Computer Science, Clemson University.

Erik Reinhard is a faculty member of the School of Computing, The University of Utah.

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