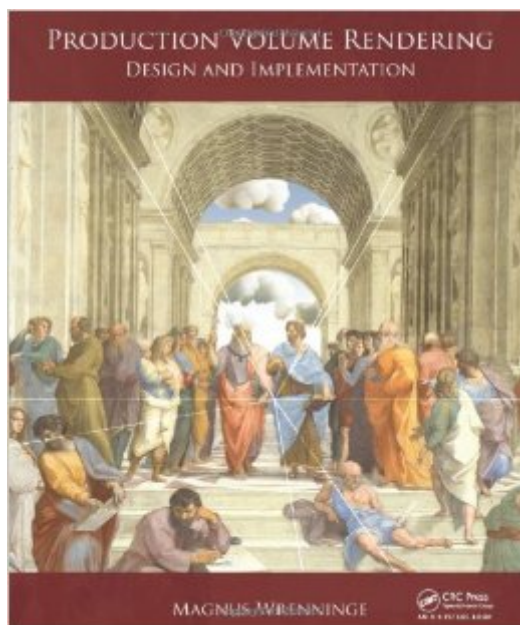# Production Volume Rendering: Design And Implementation

Synopsis

Due to limited publicly available software and lack of documentation, those involved with production volume rendering often have to start from scratch creating the necessary elements to make their system work. Production Volume Rendering: Design and Implementation provides the first full account of volume rendering techniques used for feature animation and visual effects production. It covers the theoretical underpinnings as well as the implementation of a working renderer.   The book offers two paths toward understanding production volume rendering. It describes: Modern production volume rendering techniques in a generic context, explaining how the techniques fit together and how the modules are used to achieve real-world goals Implementation of the techniques, showing how to translate abstract concepts into concrete, working code and how the ideas work together to create a complete system As an introduction to the field and an overview of current techniques and algorithms, this book is a valuable source of information for programmers, technical directors, artists, and anyone else interested in how production volume rendering works. Web ResourceThe scripts, data, and source code for the bookâ ™s renderer are freely available at https://github.com/pvrbook/pvr. Readers can see how the code is implemented and acquire a practical understanding of how various design considerations impact scalability, extensibility, generality, and performance.

Book Information

Hardcover: 355 pages

Publisher: A K Peters/CRC Press (September 25, 2012)

Language: English

ISBN-10: 156881724X

ISBN-13: 978-1568817248

Product Dimensions: 7.8 x 0.8 x 9.4 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #1,510,251 in Books (See Top 100 in Books)   #81 inÂ Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing   #2779 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia

Production Volume Rendering: Design and Implementation Modern Radio Production: Production Programming & Performance (Wadsworth Series in Broadcast and Production) Formulas and

Calculations for Drilling, Production, and Workover, Fourth Edition: All the Formulas You Need to Solve Drilling and Production Problems Formulas and Calculations for Drilling, Production, and Workover, Third Edition: All the Formulas You Need to Solve Drilling and Production Problems Zettl's Television Production Workbook, 12th (Broadcast and Production) The Coal Handbook: Towards Cleaner Production: Coal Production (Woodhead Publishing Series in Energy) Real-Time 3D Rendering with DirectX and HLSL: A Practical Guide to Graphics Programming (Game Design) AutoCAD 2016 For Architectural Design: Floor Plans, Elevations, Printing, 3D Architectural Modeling, and Rendering Rendering in SketchUp: From Modeling to Presentation for Architecture, Landscape Architecture, and Interior Design Architectural Design with SketchUp: Component-Based Modeling, Plugins, Rendering, and Scripting Surface Production Operations, Volume 2:, Second Edition: Design of Gas-Handling Systems and Facilities Surface Production Operations, Volume 2:: Design of Gas-Handling Systems and Facilities The Design and Implementation of the 4.4 BSD Operating System (Addison-Wesley UNIX and Open Systems Series) Database Systems: A Practical Approach to Design, Implementation and Management (5th Edition) Database Systems: A Practical Approach to Design, Implementation, and Management (6th Edition) Database Processing: Fundamentals, Design, and Implementation (13th Edition) Database Processing: Fundamentals, Design, and Implementation, Ninth Edition VLSI Digital Signal Processing Systems: Design and Implementation Model Predictive Control System Design and Implementation Using MATLAB® (Advances in Industrial Control) High Availability and Disaster Recovery: Concepts, Design, Implementation