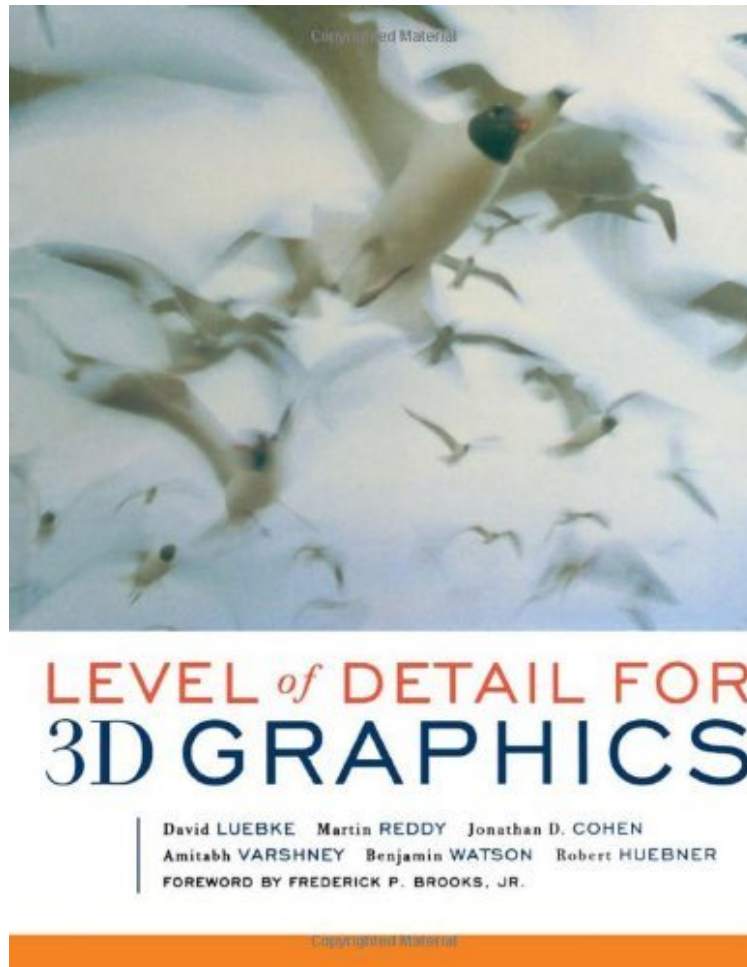


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## Level of Detail for 3D Graphics: Application and Theory (The Morgan Kaufmann Series in Computer Graphics)

Von David Luebke, Martin Reddy, Jonathan D. Cohen, Amitabh Varshney, Benjamin Watson, Robert Huebner

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Von David Luebke, Martin Reddy, Jonathan D. Cohen, Amitabh Varshney, Benjamin Watson, Robert Huebner : Level of Detail for 3D Graphics: Application and Theory (The Morgan Kaufmann Series in Computer Graphics) before purchasing it in order to gage whether or not it would be worth my time, and all praised Level of Detail for 3D Graphics: Application and Theory (The Morgan Kaufmann Series in Computer Graphics):

KundenrezensionenHilfreichste Kundenrezensionen4 von 4 Kunden fanden die folgende Rezension hilfreich. Good referenceVon Ein KundeIf you need information about the current state of research for level of detail in 3d graphics ,this book can be extremely helpfull. The range of themes encompasses the algorithms themselves as well as the

necessary background information, e.g. simplification primitives, error metrics and implementation specifics. Although the information is sometimes technically challenging, the amount of mathematic formulas is on a very reasonable level. For every technique there are at least one, sometime several graphics showing a quick summary. Both together make for an easy read, since even when skipping the formulas you can still get an idea how things work from the illustrations. Note that there is no source code accompanying this book! The important algorithms are shown in pseudo-code and can be implemented as seen. To sum it up, if you are working on level of detail this book can be a very good reference and give you enough background information to implement what you need.

**Kurzbeschreibung** Level of detail (LOD) techniques are increasingly used by professional real-time developers to strike the balance between breathtaking virtual worlds and smooth, flowing animation. Level of Detail for 3D Graphics brings together, for the first time, the mechanisms, principles, practices, and theory needed by every graphics developer seeking to apply LOD methods. Continuing advances in level of detail management have brought this powerful technology to the forefront of 3D graphics optimization research. This book, written by the very researchers and developers who have built LOD technology, is both a state-of-the-art chronicle of LOD advances and a practical sourcebook, which will enable graphics developers from all disciplines to apply these formidable techniques to their own work.\* Is a complete, practical resource for programmers wishing to incorporate LOD technology into their own systems.\* Is an important reference for professionals in game development, computer animation, information visualization, real-time graphics and simulation, data capture and preview, CAD display, and virtual worlds.\* Is accessible to anyone familiar with the essentials of computer science and interactive computer graphics.\* Covers the full range of LOD methods from mesh simplification to error metrics, as well as advanced issues of human perception, temporal detail, and visual fidelity measurement.\* Includes an accompanying Web site rich in supplementary material including source code, tools, 3D models, public domain software, documentation, LOD updates, and more. Visit <http://LODBook.com>.

"A textbook treatment of the concepts, theories, algorithms and data structures essential for modeling detailed three-dimensional graphic worlds. The authors provide a conceptual framework for striking the tricky balance between increasing levels of detail (LOD) and the need for smooth, flowing animation. This technical reference will be of use to professionals in game development, computer animation, information visualization, and virtual reality fields." - Design Issues

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