

3D graphics

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Preface

This is a live document, and is full of gaps, mistakes, typos etc.

Part I

Vertex processing

Chapter 1

3D Projection

Chapter 2

3D modelling

2.1 Introduction

2.1.1 Rasterisation

2.1.2 Shading

2.2 Ray tracing

2.3 Subsurface scattering

2.4 Ambient occlusion

Part II

Other

Chapter 3

Texture mapping

Part III

Texture filtering

Chapter 4

Texture filtering and anti-aliasing