Rendering with Radiance (The Morgan Kaufmann Series in Computer Graphics)

By Gregory Ward Larson, Robert Shakespeare

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The Radiance Lighting Simulation and Rendering System is a unique suite of lighting-visualization programs that is capable of true photo-quality light simulation for existing, imagined, or reconstructed scenes. The potential benefits of this facility to computer graphics practitioners, illumination engineers, and designers are enormous, and this unique book makes these benefits accessible by providing a comprehensive tutorial and reference for Radiance.

* A graduated set of tutorials introduces the new user slowly while allowing the more advanced user to immediately begin at the appropriate level.

* Five Radiance experts provide extensive example applications in lighting analysis, daylight simulation, animation, roadway lighting, theatre lighting, and exterior lighting, with many full color illustrations.

* Advanced chapters detail the actual calculation methods Radiance uses for local and global illumination.

Whether the task is to render production-quality animations, design a museum gallery, or present an accurate facsimile of a site in court, Rendering with Radiance is an invaluable resource.

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Review
"With Rendering with Radiance, we now have a user's manual that fully complements the capabilities of its namesake. This truly is a remarkable book."
—Ian Ashdown, P. Eng., LC, Vice President, R & D, byHeart Consultants Limited

From the Back Cover

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About the Author

Greg Ward Larson is a member of the technical staff at Silicon Graphics Inc. and most recently was a staff scientist at the Lawrence Berkeley National Laboratory, where he developed Radiance.

Rob Shakespeare is Associate Professor of Theatre and Drama and director of the Theatre Computer Visualization Center at Indiana University, as well as a lighting designer specializing in dramatic lighting.

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