



Radiosity and Global Illumination (The Morgan Kaufmann Series in Computer Graphics)

By François Sillion, Claude Puech

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The radiosity method, originally a computation tool for thermal engineers, has evolved in recent years into a powerful and flexible simulation technique for radiant energy transfer. The ability to compute quantitatively accurate simulations of light transfers has opened a vast domain of applications for computer graphics. Thermal radiation studies, lighting design and remote sensing are a few of the fields affected by this exciting technique for producing synthetic images.

Here, the authors reformulate some of the most recent and innovative research results into a consistent framework, allowing readers to quickly acquire a comprehensive view of the technique and its derivatives. In addition to reviewing practical issues and offering recommendations, the authors also provide a complete theoretical presentation of the various radiosity algorithms.

Special highlights include 93 illustrations and 45 color plates and a practical guide which provides detailed information on various design issues for the development of global illumination software.

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About the Author

By Francois X. Sillion and Claude Puech

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