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Graphics Gems IV contains practical techniques for 2D and 3D modeling, animation, rendering, and image processing. The book presents articles on polygons and polyhedral; a mix of formulas, optimized algorithms, and tutorial information on the geometry of 2D, 3D, and n-D space; transformations; and parametric curves and surfaces. The text also includes articles on ray tracing; shading 3D models; and frame buffer techniques. Articles on image processing; algorithms for graphical layout; basic interpolation methods; and subroutine libraries for vector and matrix algebra are also demonstrated. Computer engineers and designers will find the book invaluable.

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