



## Computer Graphics: Developments in Virtual Environments

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# Computer Graphics: Developments in Virtual Environments

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The decades of the 1970s and 1980s were a very exciting period of discovery in the field of computer graphics. It was a time when new rendering algorithms, different modeling strategies, clever animation techniques, and significant advances in photorealism were being made. Complementing these software developments, hardware systems were dominated by raster technology and programmers had access to excellent workstations on which to develop their graphics systems.

In the 1990s, incredible advances in computer graphics are far surpassing developments made during the last twenty years. Yesterdays computer graphics have given way to todays virtual reality. This volume brings together contributions from international experts on the diverse, yet important, range of topics that impact the design and application of virtual environments. Topics covered include 3-D modeling; new approaches to rendering virtual environments; recent research into the problems of animating and visualizing virtual environments; applications for virtual reality systems; and simulation of complex behaviors.

**Computer Graphics: Developments in Virtual Environments** provides a unique opportunity to examine current practice and expert thinking. It is essential reading for students, practitioners, researchers, or anyone else who wishes to find out more about this exciting area.

Provides comprehensive coverage of the latest topics in computer graphics, virtual reality, and human-computer interaction

Contributors are international experts in the field

Examines many real-world applications in a wide variety of fields



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