

Computer Graphics Index

1-ring

term description; (9.2.1.1): 208

1-ring

term description; (25.2.3): 641

1D meshes

boundaries; (8.2.1): 190

data structure for; (8.2.2): 191

2-ring

term description; (9.2.1.1): 208, (25.2.3): 641

2D graphics

analogies between 3D and; (11.2.1): 266

barycentric weights; (15.6.4.3): 424-427

camera specification and transformation, [example]; (13.2.0): 300

coverage sampling; (15.6.4.1): 422

dynamics in, WPF use; (2.5.0): 55-58

linear transformations, [chapter]; (10.0.0): 221-262

multitouch interaction, design and construction strategies; (21.3.0): 574-580

pipeline, overview; (2.2.0): 36

platforms, evolution of; (2.3.0): 37-41

shape in, describing, [chapter]; (8.0.0): 187-199

specifying a 2D scene with WPF; (2.4.0): 41-55

test bed

animation in C# code; (4.4.0): 94

application of; (4.6.0): 95-98

C# code for; (4.3.0): 88-94

[chapter]; (4.0.0): 81-99

cutting corners in; (4.2.2): 83

data dependencies; (4.3.2): 91

details; (4.2.0): 82-88

interaction in C# code; (4.5.0): 95

program structure; (4.2.3): 83-88

transformations

building; (10.9.0): 238

library, [chapter]; (12.0.0): 287-298

WPF use, introduction; (2.0.0): 35-60

3-sphere

rotations; (11.2.6): 273-278

3:2 pulldown; (35.3.3.1): 979

3D graphics

analogies between 2D and; (11.2.1): 266

application model; (16.4.1): 456-468

browsers; (16.5.2): 479

fixed-function, hierarchical modeling and, [chapter]; (6.0.0): 117-147

meshes in; (8.3.0): 192-198

mobile devices; (16.5.1): 479

mouse-based interaction; (21.4.0): 580-584

platforms, real-time, survey, [chapter]; (16.0.0): 451-

480

3D graphics (cont'd)

renderer

implementation; (15.3.0): 393-403

physically-based, [chapter]; (15.0.0): 387-450

utility classes; (15/3/2): 395-400

rotations; (11.2.0): 266-278

in graphics transformation library; (12.6.0): 293

shape in, describing, [chapter]; (8.0.0): 187-199

transformation library, [chapter]; (12.0.0): 287-298

transformations

building; (10.8.0): 237

[chapter]; (11.0.0): 263-286

WPF

design; (6.1.1): 118

high-level overview; (6.1.3): 119

3ds max transformation widget; (21.7.2): 588

A-buffer

partial coverage use; (36.9.1): 1057

AABB trees; (37.6.3): 1093

absorption; (27.13.1): 737

abstract

coordinate system; (2.4.2): 42

specifying scene via; (2.4.2): 42-44

coordinates; (2.3.1): 39

geometric; (16.4.1): 467

abstraction(s); (1.3.0): 10, (34.1.0): 947, (35.6.1): 997

appropriate; (1.4.0): 10-12

considerations, in a basic 3D renderer; (15.8.1): 444

data structures; (16.4.2.3): 472

spatial; (37.1.0): 1065

distance; (38.8.2): 1138

in expressive rendering; (34.6.0): 959-961

accretion; (21.2.0): 569

accumulation buffer; (36.9.1): 1056

active edge table; (36.4.0): 1041

additive color; (28.6.4): 760

addressing memory; (38.6.2): 1122

adjacency

computing and storing; (25.2.2): 638-641

information, meshes; (14.5.1.3): 338

adjacent; (25.2.0): 637

adjoint transformation; (10.12.0): 253

affine

combination; (7.6.0): 154

of points; (7.6.4.4): 160

transformations; (7.10.7): 182, (10.4.0): 234

in graphics transformation library; (12.7.0): 294

affordances; (21.2.1): 572

albedo; (20.1.0): 547

Computer Graphics Index

algorithm(s)

Bresenham line; (15.6.6.3): 431
conservative visibility; (36.1.0): 1023
depth-sort, for visibility determination; (36.4.2): 1042
list-priority; (36.4.0): 1040-1043
Metropolis Light Transport (MLT); (31.18.6): 871
packet tracing; (36.9.2): 1061
painter's; (36.1.4): 1028
 for visibility determination; (36.4.1): 1041
randomized, random variables and; (30.3.0): 802-815
rasterization; (36.9.2): 1061
rasterizer; (15.5.0): 418
rendering

 Albrecht Durer, [chapter]; (3.0.0): 61-79
 Albrecht Durer, implementation; (3.3.0): 65-72
Sutherland-Hodgman 2D clipping; (36.5.2.1): 1045
aliasing; (14.4.1.1): 331, (36.9.1): 1055
temporal, motion blur and; (35.3.4): 980-983
texture mapping issues; (22.7.0): 557-559
value-frequency duality and; (18.20.0): 527-529

alpha

to-coverage, term description; (14.10.2): 366
value, term description; (17.1.0): 481

AM (application model); (2.2.0): 36

3D graphics; (16.4.1): 456-468

ambient; (1.2.0): 8

 light; (6.2.0): 122
 occlusion; (27.15.0): 742
 reflection; (6.5.3.1): 136

AMIP (application-model-to-IM-platform) pipeline; (16.4.2): 468-474, (16.4.2): 468

analysis

frequency-based; (18.9.1): 509-511

analytic

 BSDF; (14.9.1): 358
 coverage, in visibility determination; (36.9.1): 1059
angle(s)
 axis-angle, rotation; (11.2.3): 269
 Euler; (11.2.2): 267-269
 body-centered; (11.2.5): 272
 finding, from rotation matrix; (11.2.4): 270-272
 in light modeling; (26.6.3): 686-690
 subtended by; (26.6.3): 687

animation

 in C# code for 2D graphics test-bed-based program; (4.4.0): 94
 [chapter]; (35.0.0): 963-1022
 declarative, dynamics via; (2.5.1): 55-58
 elements; (2.5.1): 55
 implicit shapes in; (24.10.0): 631
 notation; (35.2.4): 973
 procedural; (35.4.5): 990
 skeletal; (35.5.4): 995
 vertex; (35.5.1): 992

animator; (35.4.3): 989

anisotropic materials; (32.3.0): 883

antialiasing; (36.9.1): 1055

 spatial; (36.9.1): 1055-1060

API (application programming interface); (1.12.0): 25

core, OpenGL programmable pipeline; (16.3.2): 466
object-oriented, as lowest layer specification; (2.3.3.1): 41
principle; (14.9.1): 356
rasterization
 interface; (15.7.2): 434-444
 rendering with; (15.7.0): 432-444

application model (AM); (16.4.1): 466

 3D graphics; (16.4.1): 456-468

application-model-to-IM-platform (AMIP) pipeline; (16.4.2): 468-474

applications

 of 2D graphics test bed; (4.6.0): 95-98
 current; (1.1.2): 4
 future; (1.1.2): 4
 graphics, different kinds of; (1.11.0): 24
 Laplacian coordinates; (25.5.4): 657-660
 mesh
 deformation transfer and triangle-order optimization; (25.6.0): 660-667
 marching cubes; (25.5.0): 652-660
 mesh improvement; (25.5.0): 652-660
 mesh repair; (25.5.0): 652-660
 rendering from a scene graph; (10.11.0): 241-248
 texture mapping, 216; (9.6.0): 214-216
 XAML, structure of; (2.4.1): 41

applying a filter; (18.2.0): 500

approximations

 approximate the solution principle; (1.1.0): 4
 equation solution; (31.2.0): 825-831
 notation; (31.8.1): 835
 standard, representations and, [chapter]; (14.0.0): 321-386

arcball

 interface; (21.4.2): 584
 virtual trackball and; (11.6.0): 281-283

architecture; (38.3.0): 1108

 considerations, in a basic 3D renderer; (15.8.2): 444
 graphics, implementation issues; (38.3.0): 1107-1111
 graphics applications; (16.4.0): 456-478

arctan; (7.4.1): 152

area(s)

 hemisphere, light; (14.11.5): 378
 lights, representation of; (32.4.1): 888
 rectangular, light; (14.11.4): 377
 signed, for polygons; (7.10.5): 179

arrays

 indexing; (7.6.1.1): 156

Computer Graphics Index

art

relationship of graphics to; (1.7.0): 19

articulated

body; (35.5.3): 995

in motion rendering; (35.5.3): 994

rigid body; (35.5.3): 994

aspect ratio; (8.3.6): 197

orthographic camera; (13.8.1): 316

assignment of texture coordinates; (9.6.1): 215,

(22.5.0): 555

asymptotic

bound, improving; (15.8.5): 447

atmospheric perspective; (33.8.0): 942

attenuated; (6.5.2): 133

average height principle; (26.6.4): 690

axis

axis-angle, rotation; (11.2.3): 269

finding, from rotation matrix; (11.2.4): 270-272

B-spines

cubic; (22.5.0): 602

B-spline

basis matrix; (22.5.0): 603

back buffer; (35.2.2): 971, (35.3.1): 975

backface; (14.5.0): 337

culling; (14.5.0): 337, (36.1.0): 1023, (36.1.4): 1028

polygon; (36.6.0): 1048

backscattering; (27.8.2): 730

baking a model; (10.11.0): 247

band; (26.3.0): 672

limiting

band-limited at frequency; (18.12.0): 516

Fourier transform application; (18.18.1): 522

in intervals; (18.11.1): 514

reconstruction and; (18.19.0): 524-527

scaling considerations; (19.5.1): 541

band limiting

limiting, band-limited at k; (18.11.1): 514

bandwidth; (38.6.2): 1122

barycentric

coordinates; (7.9.1): 172

analog of; (7.10.7): 182

of x; (9.7.0): 219

interpolation, code for; (9.2.0): 203-210

weights, 2D; (15.6.4.3): 424-427

basic

polynomial curves; (22.2.0): 595

basis

function; (9.2.1): 208

matrix; (22.1.0): 597

beautification; (8.3.4): 197

Beckmann distribution function; (27.8.3): 732

bending

of light, at an interface; (26.4.3): 679

Beta phenomenon; (35.3.2): 977

Bezier

curves; (22.3.1): 598

patches; (23.1.0): 607, (23.1.0): 607-610

bibliography; (): 1149-1182

bicubic tensor product patch; (23.2.0): 609

bidirectional

path tracing; (31.16.0): 853, (31.18.5): 870

bilinear interpolation; (24.4.1.2): 622

billboard

clouds; (14.6.2): 348

billboard(s); (14.6.2): 347, (25.4.0): 648

impostors and; (14.6.2): 347

binary

coverage; (36.1.3): 1027

tree; (37.3.0): 1077

binned rendering

as alternative GPU architecture; (38.8.2): 1137

binomial theorem

in approximate equation solutions; (31.5.1.3): 830

birefringence; (26.5.0): 682

bisection

in approximate equation solutions; (31.6.0): 830

black

body; (26.3.0): 672

box, polygon drawing as; (1.9.0): 23

blending; (14.10.1): 362-364, (14.10.0): 362

translucency and; (14.10.0): 361-369

Blinn-Phong scattering model; (14.9.3): 359, (27.5.3): 721-723

blob tree; (24.5.0): 624

blobby modeling; (14.5.2.1): 343

blocks

building, of ray optics; (14.4.0): 330-337

of memory; (38.6.2): 1123

bloom; (14.4.5): 336

lens flare and; (14.10.5): 369

blue

noise distribution; (32.9.0): 921

screening; (17.4.0): 485

blur

motion, temporal aliasing and; (35.3.4): 980-983

body

articulated, in motion rendering; (35.5.3): 994

body-centered

Euler angles; (11.2.5): 272

operation; (11.2.5): 272

boilerplate; (4.2.2): 83

Boltzmann's constant; (26.3.0): 674

bones; (35.5.4): 995

bottom-up

construction and composition; (6.6.3): 140-144

bound(s)/bounding

asymptotic, improving; (15.8.5): 447

Computer Graphics Index

boundary vertex

vertex; (25.2.1): 638
boundary(s); (8.2.1): 190, (25.2.1): 638, (29.8.1): 798
in 1D mesh; (8.2.1): 190
boundarylike vertices; (8.3.1.2): 194
component; (25.2.3): 641
edge; (8.3.1.2): 194, (25.2.0): 637
in manifold meshes; (8.3.1.2): 194
 orientation; (8.3.1.3): 194
polygon; (36.5.2): 1045
surfaces with, triangulated surfaces and; (25.2.1): 637
vertex; (8.3.1.2): 194

bounded color models; (28.12.0): 771

bounding

box; (8.3.6): 197
 beyond the; (15.6.6): 429-432
 optimization, in rasterization implementation; (15.6.2): 420
geometry; (37.2.0): 1068
volume hierarchy (BVH); (36.7.0): 1049, (37.6.3): 1092
volumes; (37.2.0): 1068

bounds

extracting, in spatial data structure programming; (37.2.2): 1073-1077

BRDF (bidirectional reflectance distribution function); (14.9.0): 354, (26.10.0): 703

light transport role; (29.2.0): 783
mirrors, glass, reciprocity and; (26.10.2): 705

Bresenham line algorithm; (15.6.6.3): 431

Brewster's angle; (26.5.0): 682

brightness; (5.3.2): 108

perception of; (28.4.1): 750-756

browsers

3D graphics; (16.5.2): 479

brush; (2.3.1): 38

BSDF (bidirectional scattering distribution function); (26.10.1): 704

representation, choices for; (27.9.0): 734

scattering functions; (14.9.1): 354-358

surface representations and; (32.3.0): 882

BSP (binary space partition) tree; (37.6.1): 1084-1092

building; (37.6.2): 1089-1091

ray-primitive interaction; (36.2.1): 1030-1032

sort, clustering and; (36.4.3): 1043

BSSDF (bidirectional surface scattering distribution function); (14.9.0): 354

BSSRDF (bidirectional surface scattering reflectance distribution function); (26.10.1): 704

BTDF (bidirectional transmittance distribution function); (14.9.0): 354, (26.10.1): 704

buckets; (37.7.1): 1093

buffer/buffering

depth, visibility determination use; (36.3.0): 1034-1040

buffers/buffering; (14.3.3): 327-330

A-buffer, partial coverage use; (36.9.1): 1057
accumulation; (36.9.1): 1056
back, term description; (35.2.2): 971, (35.3.1): 975
color; (14.3.3): 328

depth

 encodings; (36.3.1): 1037-1040
 hierarchical; (36.7.0): 1050
 term description; (14.3.3): 329, (15.2.4): 392, (36.1.0): 1023, (36.1.4): 1028, (36.3.0): 1034

double

 in motion rendering; (35.3.1): 975

 term description; (35.2.2): 971

front, term description; (35.2.2): 971, (35.3.1): 975

stencil; (14.3.3): 329

swap; (15.7.2.4): 443

triple; (35.3.1): 976

w-buffer

 term description; (36.3.0): 1034

 values; (36.3.1.1): 1040

warped z-buffer; (36.3.1.1): 1038

z-buffer

 hierarchical; (36.7.0): 1050

 term description; (15.2.4): 392, (36.3.0): 1034, (36.3.1.1): 1038

building; (25.6.1): 661

2D transformations; (10.9.0): 238

3D transformations; (10.8.0): 237

blocks, realistic rendering, brief overview; (1.13.0): 26-31

BSP tree; (37.6.2): 1089-1091

kd tree; (37.6.2): 1089-1091

oct tree; (37.6.2): 1089-1091

path tracer; (31.18.3): 864-868

quad tree; (37.6.2): 1089-1091

tangent vectors, from a parameterization; (22.3.0): 552

transformations, from a view specification; (13.4.0): 303-310

bump mapping; (14.5.4): 344, (20.2.2): 550

bumping; (32.3.0): 886

buoyancy

modeling; (35.6.4.2): 1004

BVH (bounding volume hierarchy); (36.7.0): 1049

 in spatial data structure programming; (37.6.3): 1092

C# language

code, for 2D graphics test-bed-based program; (4.3.0): 88-94

cache/caching; (35.3.5): 983, (38.2.0): 1106, (38.7.2): 1129

computation avoidance, AMIP reduction tasks; (16.4.2.3): 472

hits; (38.7.2): 1130

memory; (38.6.3): 1124

 in modern graphics hardware; (38.7.2): 1129-1132

Computer Graphics Index

- cache/caching (cont'd)**
mesh information; (14.5.1.5): 340
misses; (38.7.2): 1130
- callback procedure;** (1.10.0): 23
- calls**
draw, executing; (15.7.2.4): 442-444
- camera(s)**
coordinates; (1.8.1): 22
design, for an eye ray; (15.4.1.1): 406
digital, characteristics; (1.5.3): 13
orthographic; (13.8.0): 315-317
physical, characteristics of; (14.4.5): 336
setup, OpenGL fixed-function compatibility profile; (16.2.5): 460
space coordinates; (1.8.1): 22
specifications
perspective; (13.3.0): 301
transformations and, [chapter]; (13.0.0): 299-320
- transformations**
modeling hierarchy and; (13.7.0): 313-315
rasterizing renderer pipeline and; (13.5.0): 310-312
visibility; (36.1.2): 1027
- candelas units;** (28.4.0): 751
- cannon**
firing a, as motion example; (35.5.2): 969-971
- canvas**
coordinate systems, WPF; (2.4.4): 45
- capsule;** (37.1.1): 1066
- capture**
light, as realistic rendering building block; (1.13.3): 29
- captured**
scattering models; (27.3.2): 713
- Cartesian product;** (7.3.0): 150
- cartoon**
See toon;
- casting rays**
pixels first; (15.2.3): 391
rasterization and, [chapter]; (15.0.0): 387-450
renderer; (15.4.0): 403-417
- Catmull-Clark subdivision surfaces;** (22.3.0): 610-613
- Catmull-Rom spline(s)**
applications; (22.4.2): 602
generalization of; (22.4.1): 601
gluing together curves and; (22.4.0): 598-602
- caustics;** (29.8.1): 798
- chaining;** (38.4.0): 1113
- channels;** (17.3.0): 483
- Chateau interaction system;** (21.7.4): 589
- chip**
term description; (38.2.0): 1106
- chromatic aberration;** (14.4.5): 336, (26.4.3): 680
- chromaticity diagram;** (28.8.1): 762-766
applications; (28.8.2): 766
- chunking**
rasterization; (15.6.6.2): 430
- chunking rasterizer;** (15.6.6.2): 430
- CIE (International Commission on Illumination)**
color space; (28.8.1): 762-766
chromaticity diagram; (28.8.1): 765
- circularly polarized;** (26.4.2): 677
- classes**
utility, for a basic 3D renderer; (15/3/2): 395-400
- client area;** (2.2.0): 37
- clipping;** (3.1.0): 63
frustum, culling and; (36.5.0): 1044-1047
near-plane; (36.5.2.2): 1046
in rasterization implementation; (15.6.3): 422
planes; (6.2.0): 122
Sutherland-Hodgman 2D clipping algorithm; (36.5.2.1): 1045
- closed**
interval; (7.3.0): 150
mesh; (8.2.1): 190, (8.3.1.3): 195, (25.2.4): 642
surface; (25.2.1): 638
- clusters/clustering;** (36.4.3): 1043
BSP sort and; (36.4.3): 1043
triangles; (25.6.2.1): 665
- CMY/CMYK color model;** (28.14.0): 774
- code**
C#, for 2D graphics test-bed-based program; (4.3.0): 88-94
generation; (15.7.2.3): 441
procedural, dynamics via; (2.5.2): 58
- coded**
apertures; (17.7.0): 493
- codomain;** (7.4.0): 151
- codomains**
for texture maps; (22.4.0): 553
- coefficient of extinction;** (26.5.0): 682
- coefficient of restitution;** (35.6.5.4): 1012
- coherence;** (34.2.0): 950, (38.3.1): 1110
temporal; (35.3.5): 983-987
- coherent memory;** (38.7.2): 1131
- colatitude;** (26.6.4): 688
- collapse**
edge
costs; (25.4.1.1): 649-652
operation; (8.3.5): 197
- collision**
detection; (35.6.5.1): 1008-1012
- collision proxy geometry;** (14.5.0): 337
- collisions**
particle; (35.6.5): 1008-1012

Computer Graphics Index

color(s)

buffer; (14.3.3): 328
channel; (17.3.0): 483
[chapter]; (28.0.0): 745-782
computer graphics issues; (28.19.0): 779
constancy; (5.4.0): 110, (28.3.0): 748
description; (28.5.0): 756-758
design, implications of; (28.1.1): 745
interpolating; (28.18.0): 777-779
mixing, order-related difference; (28.6.4): 760
models

CMY/CMYK; (28.14.0): 774
HLS; (28.17.0): 776
HSV; (28.17.0): 776
RGB; (28.13.1): 772-774
YIQ; (28.15.0): 775

palettes; (28.17.2): 777
perception; (28.3.0): 748-756
primary; (28.6.1): 758
representation; (28.12.0): 769-779
spaces, perceptual; (28.9.0): 767
specification, in WPF; (6.5.1): 133
systems, CIE; (28.8.1): 762-766

colorimetry; (28.2.0): 747

comb; (18.15.2): 520
function; (18.15.2): 520

comparing

representations; (11.3.0): 279

complementary hyperbolic encoding; (36.3.1.1): 1039

complex conjugate; (18.11.0): 512

complexity

scene, AMIP reduction tasks; (16.4.2.1): 469-472

components

composite, construction of; (6.6.3.3): 142
hierarchy, top-down design of; (6.6.2): 139
primitive
defining geometry for; (6.6.3.1): 140
instantiating; (6.6.3.2): 141
reusing; (6.6.4): 144-147

compose; (10.6.0): 235

composite transformation matrix; (10.11.0): 246, (16.2.9): 463

compositing; (17.4.0): 485

images; (17.4.0): 485-490
physical units and; (17.4.5): 489

composition

bottom-up; (6.6.3): 140-144
function, matrix multiplication and; (10.3.3): 225

compression; (22.7.0): 605

compressive sensing; (18.21.0): 530

computation(s)

of adjacency; (25.2.2): 638-641
issues, in approximate rendering equation solutions; (31.9.0): 836
stability of; (11.2.7): 278

computational photography; (17.7.0): 493

computer graphics

See graphics;

conceptual design; (21.2.0): 569

cones; (5.3.2): 107, (28.3.0): 749

conservative

rasterization; (37.7.1): 1096
visibility
algorithm; (36.1.0): 1023
sector-based; (36.8.0): 1050
voxelization; (37.7.1): 1096

consistent; (30.4.0): 818

constancy

in human visual system, influences on; (5.4.0): 110

constant shading; (6.2.3): 127

constraints

constrained access; (38.7.2): 1132
physical, on scattering; (27.3.3): 713
transient, normal forces through; (35.6.5.2): 1009

construction

bottom-up; (6.6.3): 140-144
of composite components; (6.6.3.3): 142

content

preparing viewport for; (6.2.1.1): 120-122

continuation

in human visual system; (5.5.0): 111

continuous

flow, modeling light as; (26.6.0): 683-692
level of detail; (16.4.2.1c): 471
probability; (30.3.4): 808

continuum; (30.3.4): 808

probability; (30.3.4): 808, (30.3.4): 808-810, (30.3.4): 815-818

contour(s); (20.2.3): 551, (25.3.0): 644, (34.5.0): 952

curve; (36.6.0): 1048
drawing; (22.2.3): 551
generator; (34.5.0): 953
lines; (24.2.0): 616
points; (34.5.0): 952
suggestive, in expressive rendering; (34.5.2): 957
visible; (34.5.0): 953

contouring

dual; (25.5.1): 653

contribution culling; (16.4.2.1b): 470

control

data; (22.4.0): 599
points; (22.4.0): 599

Computer Graphics Index

conversion

to implicits, from polyhedral meshes; (24.7.0): 629
to polyhedral meshes; (24.6.0): 625-629
to triangles; (24.4.1.1): 621

convex

cone; (28.2.0): 747
hull property; (22.5.0): 603
polygons; (7.10.0): 175

convolution; (18.3.0): 500-505, (18.2.0): 500

computations; (18.5.0): 504
convolution-multiplication theorem; (18.17.0): 521
properties; (18.4.0): 503
scaling considerations; (19.6.0): 541-544
in signal processing for images; (18.1.2): 497

Cook-Torrance model; (27.8.3): 731

cookie slide; (14.11.8): 382

coordinate frame; (10.10.0): 240

coordinate vector; (7.6.1): 155

coordinate-system/basis principle; (2.4.3): 45

coordinate(s); (7.5.0): 153

abstract coordinate system, specifying scene via;
(2.4.2): 42-44
barycentric; (7.9.1): 172
changes, in scene graphs; (10.11.1): 248-250
differential; (25.5.3): 655-657
floating-point, from integer to; (2.3.1): 38
frames; (10.10.0): 240
integer, to floating-point coordinates; (2.3.1): 38
Laplacian; (25.5.3): 655-657
mathematical representation; (7.5.0): 153
operations on; (7.6.0): 153-165
systems
in C# code for 2D graphics test-bed-based program;
(4.3.1): 90
spectrum of choices; (2.4.3): 44
transformations and; (10.3.6): 229
WPF canvas; (2.4.4): 45
texture
assigning; (22.5.0): 555
assignment of; (9.6.1): 215

core

API, OpenGL programmable pipeline; (16.3.2): 466

Cornell box; (14.2.0): 322

path tracer implementation; (32.5.3): 903

corner-cutting; (4.1.0): 81

in the 2D graphics test bed; (4.2.2): 83

correlation

pick, OpenGL fixed-function compatibility profile;
(16.2.10): 464

correspondence; (25.6.1): 661, (38.6.1): 1118

corridor

navigation of, as motion example; (35.2.3): 972

cosine weighted BRDF; (30.5.0): 820

costs

edge-collapse; (25.4.1.1): 649-652
retained-mode middleware; (16.4.3.3): 476

covector(s); (7.6.6): 163

transformations; (10.12.0): 250-254, (10.12.0): 253
in graphics transformation library; (12.7.0): 294

coverage; (36.1.3): 1027, (36.9.0): 1054

analytic, in visibility determination; (36.9.1): 1059
binary; (36.1.3): 1027
coverage sampling antialiasing (CSAA), partial
coverage use; (36.9.1): 1058

as a material property; (36.9.4): 1063

partial, visibility determination issues and strategies;
(36.9.0): 1054-1062

sampling, 2D graphics; (15.6.4.1): 422

testing; (15.6.4.1): 422

crease edges; (34.5.0): 953

creating

shaders; (15.7.2.3): 437-442

criteria

selection, for a basic 3D renderer platform; (15.3.1):
393-395

critical angle; (26.5.0): 682

cross product; (7.6.4.1): 157

CSAA (coverage sampling antialiasing)

partial coverage use; (36.9.1): 1058

CSG (constructive solid geometry); (15.10.0): 450

CTM (composite transformation matrix); (13.7.0): 314

cube(s)

map; (20.4.0): 554

mapping; (14.5.1.4): 340

marching; (24.6.1): 628

variants; (25.5.1): 652

cubic B-spine; (22.5.0): 602

cubic B-spline

filter; (19.5.0): 540

culling

backface; (14.5.0): 337, (36.1.0): 1023, (36.1.4): 1028

contribution; (16.4.2.1b): 470

detail; (16.4.2.1b): 470

early z-cull; (38.8.1): 1136

frustum, clipping and; (36.5.0): 1044-1047

near-plane; (36.4.3): 1044

occlusion; (36.7.0): 1049-1049, (16.4.2.1b): 470, (36.1.0):
1023

hierarchical; (36.7.0): 1049

portal; (16.4.2.1b): 470

principle; (36.1.0): 1024

sector-based; (16.4.2.1b): 470

view-frustum; (16.4.2.1b): 470

cumulative distribution function (cdf); (26.6.1): 685

curvature; (34.5.0): 955

shadows; (34.1.0): 946

Computer Graphics Index

curve(s)

Bezier; (22.3.1): 598
curved surface representation, rendering and; (6.3.0): 128-130
geometric curve extraction, in expressive rendering; (34.5.0): 952-959
Hermite; (22.3.0): 595-598
implicit; (2.2.0): 616-619
polynomial, basic; (22.2.0): 595
segments, fitting between two curves; (22.3.0): 595-598
subdivision; (22.6.0): 604
splines and, [chapter]; (22.0.0): 595-606

cutting

corners, in the 2D graphics test bed; (4.2.2): 83

cybersickness; (21.2.1): 571

cylinder kernel; (32.6.1): 910

DAG (directed acyclic graph); (6.6.4): 144

dangling edge; (25.2.0): 637

darken operation; (17.4.4): 488

data

dependencies, in C# code for 2D graphics test-bed-based program; (4.3.2): 91
driven texture synthesis; (20.9.0): 562-564
graphics; (1.8.1): 21
parallelism; (38.4.0): 1113

data structures

for 1D meshes; (8.2.2): 191
acceleration; (16.4.2.3): 472
in scene-graph middleware; (16.4.3.1): 474
characterizing; (37.3.0): 1077-1079
k-dimensional; (37.4.0): 1080
spatial; (14.8.0): 353
[chapter]; (37.0.0): 1065-1102

DDA (Digital Difference Analyzer); (15.6.6.3): 431

debugging

intersection code, in a basic 3D renderer; (15.4.4): 411
rendering code; (32.8.0): 914-919

declarative

animation, dynamics via; (2.5.1): 55-58
specification, procedural specification vs.; (2.3.3): 40
deferred
lighting; (15.7.2.3): 441
rendering; (15.7.2.3): 440
shading; (15.8.3): 446
as alternative GPU architecture; (38.8.1): 1135-1137

defining

geometry, for primitive components; (6.6.3.1): 140

defocus (uv)

partial coverage use; (36.9.2): 1060

deformation transfer; (25.6.1): 660-664

degenerate transformation; (10.2.0): 224

degree

of a edge; (25.2.0): 637
of a vertex; (25.2.0): 637

degrees of freedom; (35.4.2): 989

animation limitations, representation of; (35.4.2): 988

delta function; (18.15.1): 519

demands

processing, of complex applications; (1.5.4): 14

density(s); (26.6.2): 686, (30.3.4): 808

estimation; (32.6.1): 912

probability

density functions; (30.3.5): 810-812

introduction to; (26.6.1): 684

dependences

data, in C# code for 2D graphics test-bed-based

program; (4.3.2): 91

on mesh structure; (9.3.1): 211

depth

buffer; (14.3.3): 329, (15.2.4): 392, (36.1.0): 1023,

(36.1.4): 1028, (36.3.0): 1034

encodings; (36.3.1): 1037-1040

visibility determination use; (36.3.0): 1034-1040

complexity; (15.8.3): 446, (36.1.3): 1028

compositing; (3.7.0): 78

early depth test example, in a basic 3D renderer;

(15.8.3): 445

map; (36.3.0): 1034

prepass; (36.3.0): 1036

-sort algorithm, for visibility determination; (36.4.2):

1042

value; (17.1.0): 481

depth of field (DOF); (5.3.1): 107, (13.3.0): 301

derivative(s)

approach, to radiometry; (26.9.0): 700-702

as mathematics requirement; (1.13.6): 31

description

of color; (28.5.0): 756-758

color, standard systems; (28.8.0): 761-766

design

3D renderer; (15.2.0): 388-393

camera, for an eye ray; (15.4.1.1): 406

color, implications of; (28.1.1): 745

relationship of graphics to; (1.7.0): 19

top-down, component hierarchy; (6.6.2): 139

tradeoff principle; (38.3.1): 1110

user interface, guidelines; (21.2.1): 571-573

WPF 3D graphics; (6.1.1): 118

detail

culling; (16.4.2.1b): 470

objects; (36.8.0): 1051

detection

collision; (35.6.5.1): 1008-1012

device

code; (15.7.1): 432

coordinates; (2.3.2): 39

diagonal matrix; (10.3.7): 230

Computer Graphics Index

differential

coordinates; (25.5.3): 657, (25.5.3): 655-657
equation; (35.6.2): 998
formulation; (35.6.2): 997-999
equations, dynamics as; (35.6.6): 1012-1017

diffraction; (26.4.1): 677

wave nature of light and; (26.4.1): 677

diffuse; (1.2.0): 8

reflection; (6.5.3.2): 136
physical models for; (27.7.0): 726
scattering; (27.3.1): 713, (27.4.0): 716

diffusion; (20.8.3): 561
curves; (34.7.0): 961
reaction-diffusion textures; (20.8.3): 561

digital

camera, characteristics; (1.5.3): 13

direct

illumination, incorporating into a renderer; (14.11.3.2): 372
light; (14.11.1): 370, (31.18.3): 865
lighting; (31.8.0): 834
shadows; (34.1.0): 946

Direct3D; (16.1.0): 452

directed

edges; (25.1.0): 636
structure; (8.3.2): 195

directional

curvature in direction u; (34.5.0): 956
hemispherical reflectance; (26.12.0): 708
light; (14.11.7): 380, (6.2.2.): 125

directionally diffuse; (5.1.0): 102

dirty

bit flags; (35.3.5): 983
rectangles; (35.3.5): 983

discrete

attributes; (25.4.1): 651
differential geometry; (25.3.0): 644, (25.7.0): 667
level of detail; (16.4.2.1c): 471
probability

relationship to programs; (30.3.1): 803
space; (30.3.1): 803

displacement; (7.6.2): 157

maps; (14.5.4): 344

display

characteristics; (1.5.2): 13
image, as realistic rendering building block; (1.13.4): 29
list; (16.4.2.3): 473
pixels; (1.1.2): 5
transformations; (2.4.5): 47
using; (2.4.5): 46-49

distant

objects; (14.6.0): 346-349

distribution; (30.3.2): 806, (30.3.5): 810

ray tracing; (13.9.0): 317, (31.9.0): 838
spectral, of light; (28.2.0): 747-748

diverge; (38.7.3): 1132

divergence

in modern graphics hardware; (38.7.3): 1132-1135

divide and conquer strategy

signed area of a plane polygon; (7.10.3): 177

division of modeling principle; (9.2.2): 210

DOF (depth of field); (5.3.1): 107, (13.3.0): 301

dollying; (21.5.0): 585

domain; (7.4.0): 151

restriction; (31.4.0): 827

in approximate equation solutions; (31.4.0): 827

dominant wavelength; (28.2.0): 747

dot product; (7.6.4.2): 158

double buffering

in motion rendering; (35.3.1): 975

term description; (35.2.2): 971

drag; (35.6.4.5): 1007, (35.6.4.6): 1008

modeling; (35.6.4.5): 1006-1008

draw

calls, executing; (15.7.2.4): 442-444

drawing

contour; (22.2.3): 551

in Durer rendering algorithm implementation; (3.3.1): 68-72

polygons, as black box; (1.9.0): 23

primitives, OpenGL fixed-function compatibility profile; (16.2.6): 461

drawn width; (38.2.0): 1106

dry friction; (35.6.4.5): 1007

dual; (4.8.0): 98

contouring; (25.5.1): 653

paraboloid; (20.4.0): 554

space; (7.6.6): 163

vectors; (7.6.6): 163

Durer, Albrecht

rendering algorithm

implementation; (3.3.0): 65-72

made modern, [chapter]; (3.0.0): 61-79

woodcut; (3.1.0): 61-65

dynamics; (35.4.4): 989

2D graphics, WPF use; (2.5.0): 55-58

animation, representation of; (35.4.4): 989

declarative animation; (2.5.1): 55-58

as a differential equation; (35.6.6): 1012-1017

in motion rendering; (35.6.0): 996-1020

OpenGL fixed-function compatibility profile; (16.2.8): 463

procedural code use; (2.5.2): 58

range; (1.2.0): 8

stability in; (35.7.0): 1020-1022

early

Computer Graphics Index

- depth**
pass; (15.8.3): 446
test example, in a basic 3D renderer; (15.8.3): 445
- optimization**
principle; (15.8.4): 447
when it is good; (15.8.4): 446
- z-cull;** (38.8.1): 1136
- edge(s);** (8.2.0): 189
aligns; (15.6.4.3): 427
collapse; (8.3.4): 197
operation; (8.3.5): 197
costs, edge-collapse; (25.4.1.1): 649-652
swap; (8.3.4): 197
operation; (8.3.6): 197
vectors; (7.10.1): 175
- effects**
faceted, specifying surfaces for; (6.3.2): 130
smooth, specifying surfaces for; (6.3.2): 130
- efficiency**
hardware, reordering triangles for; (25.6.2): 664
increasing; (15.6.4): 422-428
sequence of instructions, AMIP reduction tasks;
(16.4.2.2): 472
transformation, in graphics transformation library;
(12.3.1): 289
- elements;** (2.4.1): 41
finite element models; (14.7.1): 349
- elliptically polarized;** (26.4.2): 679
- embedding;** (25.2.4): 642
topology; (25.2.0): 637, (25.2.4): 642
- emission;** (14.10.4): 369, (27.13.1): 737
photon, applying the luminaire interface to; (14.11.3.4):
376
- emissive**
lighting; (6.5.3.4): 138
- emissive lighting;** (6.5.3.4): 138
- emitters**
photon; (14.4.2): 334
- empirical**
scattering models; (27.3.2): 713, (27.5.0): 717-725
- energy;** (14.4.1.3): 333
conservation; (27.3.1): 714
light, photon arrival rates and; (1.5.1): 12
- enlarging**
images; (19.2.0): 534-537
[chapter]; (19.0.0): 533-546
- environment**
mapping; (20.2.1): 549, (33.6.0): 939
term description; (14.5.1.4): 340
- equation(s)**
approximate solutions of; (31.2.0): 825-831
differential, dynamics as; (35.6.6): 1012-1017
differential equation formulation; (35.6.2): 997-999
Fresnel
radiance computations and; (26.5.1): 683
scattering and; (27.8.1): 727
for a line; (7.6.9): 165
measurement, in light transport; (29.4.1): 791
rendering; (29.1.0): 783-791
approximate equation solutions; (31.8.0): 831-836
computational solutions, implementation, [chapter];
(32.0.0): 881-926
computational solutions, theory, [chapter]; (31.0.0):
825-880
relationship of light to; (14.11.3.3): 373-376
scattering and; (29.4.0): 789-793
series solution; (31.12.0): 844-846
term description; (26.10.0): 703
worked example; (29.6.0): 793-796
- estimator;** (30.4.0): 818
- estimators**
statistical, in approximate equation solutions; (31.4.0):
827
- Euler**
angles; (11.2.2): 267-269, (11.2.1): 267
body-centered; (11.2.5): 272
characteristic; (25.2.3): 641
explicit Forward Euler integration; (35.6.7): 1018
integration; (11.2.7): 278
explicit forward Euler; (25.6.7.1): 1019
semi-implicit Euler integration; (35.6.7.2): 1019
- evaluation;** (38.6.1): 1118
criteria, light scattering models; (27.10.0): 734
mouse-based camera interaction; (21.5.2): 587
ray tests, parallel; (36.2.2): 1032-1034
of representations; (14.2.0): 322
- even function;** (18.9.0): 508
- event(s);** (30.3.4): 809
handling; (4.2.3): 85
in C# code for 2D graphics test-bed-based program;
(4.3.3): 92
interaction, handling; (21.2.2): 573
as subset of probability space; (30.3.1): 803
- everywhere one;** (9.1.0): 202
- evicted;** (38.7.2): 1129
- evolution**
2D graphics platforms; (2.3.0): 37-41

Computer Graphics Index

example(s)

of Fourier transform; (18.13.0): 516-518
light transport; (29.6.0): 793-796
lightbulb; (1.3.0): 9
of linear transformations; (10.2.0): 222-224
motion; (35.2.0): 966-975
spatial data structures; (37.1.1): 1066
user interaction; (21.7.0): 588

excitation purity; (28.2.0): 747, (28.8.2): 766

expansion

linear, piecewise, limitations of; (9.3.0): 210

expectation; (30.3.2): 804

expected value

in finite probability space; (30.3.2): 804
of a random variable; (30.3.4): 810
properties of; (30.3.3): 806

explicit

equation; (14.5.2): 341
Explicit Trapezoidal method; (35.6.7.4): 1020
forward Euler integration; (35.6.7): 1018

exposure time; (35.3.4): 980

expressive rendering

challenges of; (34.2.0): 949
[chapter]; (34.1.0): 945-962

extended marching cubes; (25.5.1): 653

extensions

smoother; (9.4.0): 211

exterior; (25.2.4): 642

extracting

bounds, in spatial data structure programming; (37.2.2): 1073-1077
geometric curve, in expressive rendering; (34.5.0): 952-959
keys, in spatial data structure programming; (37.2.2): 1073-1077
scenes from universe, AMIP reduction tasks; (16.4.2.1a): 469

eye

path; (29.8.0): 796
physiology, large-scale components; (5.3.1): 106
physiology characteristics of; (5.3.0): 106-110
physiology of; (28.3.0): 748-750
ray
generating; (15.4.1): 404-407
testing the computation; (15.4.1.2): 406
visibility; (36.1.2): 1027
receptors in, visual system components; (5.3.2): 107-110
resolution; (1.5.2): 13

face; (3.5.0): 75

faceted

effects, specifying surfaces for; (6.3.2): 130

factors

form, supporting a variety of; (2.6): 58

field of view

orthographic camera; (13.8.1): 316

field(s); (35.3.3): 978

radiance; (29.2.1): 786, (31.8.0): 834
tangent, following; (35.6.6.2): 1015

file(s)

formats, for images; (17.3.0): 483-485

fill rate; (1.5.4): 14, (25.1.0): 636

filter(s)

cubic B-spline; (19.5.0): 540

filtering; (18.2.0): 500

f with the filter g; (18.3.0): 502

texture mapping issues; (22.7.0): 557-559

final gathering; (32.6.2): 913

in density estimation; (31.19.0.1): 875

finding

axis and angle from rotation matrix; (11.2.4): 270-272
matrix for a transformation; (10.3.5): 226-228

finite

element

method; (31.10.0): 839

models; (14.7.1): 349

support; (19.2.0): 535

image scaling approximations; (19.5.0): 540

firing a cannon

as motion example; (35.5.2): 969-971

first pixel principle; (4.7.0): 98

first-person shooter controls; (21.7.1): 588

Fitts' Law; (21.2.1): 572

fixed point; (14.3.0): 325

numbers; (14.3.1): 325

fixed-function (FF); (16.1.1): 452

3D graphics

hierarchical modeling and, [chapter]; (6.0.0): 117-147

pipeline; (6.1.2): 119

pipeline

OpenGL compatibility profile; (16.2.0): 454-464

platforms and models; (16.1.1.1): 452

rendering, lighting vs. shading in; (6.2.3): 127

unit; (14.11.9): 382, (15.7.1.1): 433

flare

lens, bloom and; (14.10.5): 369

flat shading; (1.7.0): 20, (6.2.3): 127

floating point; (14.3.0): 325

coordinates, from integer to; (2.3.1): 38

numbers; (14.3.2): 326

fluorescence; (26.3.0): 671

flux responsivity; (29.4.0): 792

focal

distance; (13.3.0): 301

points, term description; (29.8.1): 798

focal points

points, term description; (34.3.0): 951

Computer Graphics Index

- focus dot;** (21.5.2): 586
fog; (14.7.4): 351
fold set; (34.5.0): 953
forces
 common, models of, in motion rendering; (35.6.4): 1000-1008
 normal, through transient constraints; (35.6.5.2): 1009
 penalty, in motion rendering; (35.6.5.3): 1009
foreground image; (17.4.0): 485
form factor(s); (31.10.0): 840
 supporting a variety of; (2.6): 58
formats
 file, for images; (17.3.0): 483-485
Forward Euler integration; (35.6.7): 1018
forward-rendering; (15.7.2.3): 440
Fourier transform; (18.11.0): 513
 inverse; (18.16.0): 520
 mathematics and applications; (18.10.0): 511-521
 properties; (18.17.0): 521
 in signal processing for images; (18.1.2): 497
 synthesis approaches; (20.8.1): 559
fourth-order Runge-Kutta integration; (35.6.7.5): 1020
fovea; (5.3.2): 107
fractional linear transformation; (10.13.0): 256
fragment(s); (1.6.2): 18, (36.9.1): 1055, (36.9.1): 1056, (38.3.1): 1109, (38.8.2): 1137
 quad; (38.8.2): 1137, (38.6.1): 1121
 shaders; (16.3.1): 466, (33.3.0): 930
 stage; (15.7.1.2): 433
 terminology issues; (38.4.0): 1114
frame(s); (20.3.0): 552, (35.1.0): 963
 coherence; (35.3.5): 983
 coordinate; (10.10.0): 240
 first, issues in motion rendering; (35.3.6): 984
 framebuffer; (14.3.3): 329
 root frame motion; (35.5.2): 993
framework
 sampling, intersection and shade; (15.4.2): 407
frequency; (18.9.0): 510
 based, analysis and synthesis; (18.9.1): 509-511
 domain; (18.11.0): 513
Fresnel, Augustin-Jean
 equations
 radiance computations and; (26.5.1): 683
 scattering and; (27.8.1): 727
 law, polarization and; (26.5.0): 681-683
friction
 modeling; (35.6.4.5): 1006-1008
Frobenius norm; (25.6.1): 663
front buffer; (35.2.2): 971, (35.3.1): 975
frontface; (14.5.0): 337
 polygon; (36.6.0): 1048
frustum
 clipping; (36.1.4): 1028
 culling; (36.1.0): 1023, (36.1.4): 1028, (36.4.3): 1044
 clipping and; (36.5.0): 1044-1047
 whole
 clipping; (36.4.3): 1047
 culling; (36.4.3): 1044
function(s); (7.4.0): 151-153
 basis; (9.2.1): 208
 Beckmann distribution; (27.8.3): 732
 BRDF (bidirectional reflectance distribution function); (14.9.0): 354
 mirrors, glass, reciprocity and; (26.10.2): 705
 BSDF (bidirectional scattering distribution function); (14.9.1): 354-358, (26.10.1): 704
 BSSRDF (bidirectional surface scattering reflectance distribution function); (26.10.1): 704
 BTDF (bidirectional transmittance distribution function); (14.9.0): 354, (26.10.1): 704
 comb; (18.15.2): 520
 composition, matrix multiplication and; (10.3.3): 225
 delta; (18.15.1): 519
 different ways of writing; (26.10.3): 706
 even; (18.9.0): 508
 Fourier transform, on an interval; (18.11.0): 511-515
 implicit
 other representations of; (24.5.0): 624
 representation of; (24.4.0): 621-624
 importance; (29.4.0): 792, (30.5.0): 819
 inverse, inverse matrices and; (10.3.4): 225
 L (radiance function), different ways of writing; (26.10.3): 706
 luminous efficiency; (28.4.0): 751
 on meshes, [chapter]; (9.0.0): 201
 occlusion; (36.1.1): 1025
 plenoptic; (26.7.0): 693
 probability density functions; (30.3.5): 810-812
 radiance
 L, defining; (14.11.1): 370
 L, spectral radiance function; (26.7.0): 692
 scattering, BSDFs; (14.9.1): 354-358
 signal processing; (18.7.0): 505-511
 surface radiance; (29.2.1): 787
 tangent, inverse; (7.4.1): 152
 varies linearly in screen space; (15.6.4.2): 423
 vertices, multiply defined; (9.5.0): 213
 visibility; (36.1.1): 1025-1027, (29.2.0): 786, (29.10.0): 799
functional design; (21.2.0): 569
game
 application platforms; (16.4.4): 478
 engines; (16.4.4): 478

Computer Graphics Index

gamma; (28.12.0): 771
correction; (28.12.0): 771
encoding of; (28.12.0): 769-771
encoding; (15.3.2): 398
gamuts; (28.8.2): 766
general position; (12.5.1): 291
generalized cone; (28.5.0): 757
generating
an eye ray; (15.4.1): 404-407
translations; (10.4.0): 233
generics; (37.2.0): 1068
gentle slope interface; (21.2.0): 569
genus of the surface; (8.3.3): 196
geometric
algebra; (11.7.0): 284
curve extraction, in expressive rendering; (34.5.0): 952-959
light; (6.2.2.): 124
source; (6.5.2): 133
model; (1.1.0): 2
modeling; (22.1.0): 595
optics; (27.7.0): 726
geometry
beyond, in expressive rendering; (34.5.4): 959
defining, for primitive components; (6.6.3.1): 140
instancing; (14.7.2): 349
large-scale objects; (14.5.0): 337-346
light, in WPF; (6.5.2): 133
mathematics requirements; (1.13.6): 31
matrix; (22.1.0): 597
mesh; (25.3.0): 643-645
objects, in C# code for 2D graphics test-bed-based program; (4.3.4): 93
processing; (16.2.4): 459
OpenGL fixed-function compatibility profile; (16.2.4): 458-460
shaders; (33.3.0): 931
geomorph; (16.4.2.1c): 471, (25.4.1): 649
GIF (graphics interchange format); (17.3.1): 484
glass
measuring BRDF; (26.10.2): 705
global illumination; (14.5.1.5): 340
glossy
highlights; (14.9.0): 353
reflections; (14.9.0): 353
scattering; (15.4.7): 414, (27.4.0): 716
GLU (OpenGL Utility) library; (16.2.1): 456
GLUT (OpenGL Utility Toolkit); (16.2.1): 456
goals; (1.4.0): 10-12
gobo; (14.11.8): 382
gonioreflectometer; (26.10.0): 702
Gouraud shading; (6.3.1): 128, (27.5.3.1): 722
GPGPU (general-purpose computing on GPUs); (38.9.0): 1142
GPU
architecture; (38.3.1): 1108-1110
GPU (graphics processing units); (38.1.0): 1103
architecture, alternatives; (38.8.0): 1135-1142
as compute engine; (38.9.0): 1142
implementation; (38.3.2): 1111
tessellation; (16.4.2.1c): 472
Grabcut; (21.7.6): 590
gradient-domain painting; (34.7.0): 961
graftals; (35.3.7): 986
graph(s)
scene; (14.8.0): 351-353
coordinate changes in; (10.11.1): 248-250
hierarchical modeling with; (6.6.0): 138-147
rendering from, [application]; (10.11.0): 241-248
graphics
2D
dynamics in, WPF use; (2.5.0): 55-58
WPF introduction; (2.0.0): 35-60
application platforms; (16.4.4): 477
architecture, implementation issues; (38.3.0): 1107-1111
basic systems; (1.8.0): 20-23
color use in; (28.19.0): 779
data; (1.8.1): 21
hardware, modern, [chapter]; (38.0.0): 1103-1144
history; (1.2.0): 7-9
interaction in; (1.10.0): 23
pipeline; (1.6.0): 14-19, (1.6.0): 14, (15.7.1): 432
2D, overview; (2.2.0): 36
details; (1.6.2): 16-19
rasterization; (15.7.1): 432-434
shaders relationships to; (33.2.0): 927-937
relationship to art, design, and perception; (1.7.0): 19
world, characteristics; (1.1.1): 4
gravity
modeling; (35.6.4.1): 1002
grayscale; (17.2.0): 482
great circle; (11.2.6): 273
grid; (37.7.1): 1093
cells; (37.7.1): 1093
construction; (37.7.0): 1093-1095
resolution, selecting; (37.7.3): 1099-1101
in spatial data structure programming; (37.7.0): 1093-1101
Haar wavelets; (18.21.0): 531
transform; (18.21.0): 531
half-edges; (14.5.1.3): 338
half-open intervals; (7.3.0): 150
half-plane bounded by l; (7.9.3): 174
half-vector; (27.5.3): 721

Computer Graphics Index

handling

events

- in C# code for 2D graphics test-bed-based program; (4.3.3): 92
- interaction; (21.2.2): 573

hardware

- efficiency, reordering triangles for; (25.6.2): 664
- form factors, supporting a variety of; (2.6): 58
- graphics
 - implementation issues; (38.3.0): 1107-1111
 - modern, [chapter]; (38.0.0): 1103-1144
- user interaction
 - arcball; (21.4.2): 584
 - mouse-based; (21.4.0): 580-584
 - trackball; (21.4.1): 580-584

hash grid; (32.6.0): 904, (37.7.1): 1095

HCI (human-computer interaction); (21.2.0): 568

heat; (26.3.0): 672

- equation; (18.21.0): 530

heightfields; (14.5.4): 344

Helmholtz reciprocity; (26.10.0): 703

hemicube; (31.10.0): 842

hemisphere

- area light; (14.11.5): 378

Hermite

- basis function; (22.1.0): 596
- curve; (22.1.0): 596, (22.3.0): 595-598
- functions; (22.1.0): 596

Heun integration; (35.6.3): 1000, (35.6.7.4): 1019

Heun-Euler integration; (35.6.3): 1000

hidden surface removal; (36.1.0): 1023

hierarchical/hierarchy

- component, top-down design of; (6.6.2): 139
- depth buffer; (36.7.0): 1050
- dynamic simplification; (16.4.2.1c): 471
- modeling; (2.4.5): 55
 - camera transformations and; (13.7.0): 313-315
 - fixed-function 3D graphics and, [chapter]; (6.0.0): 117-147
- OpenGL fixed-function compatibility profile; (16.2.9): 463
- principle; (6.6.1): 139
- scene graph use; (6.6.0): 138-147
- occlusion culling; (36.7.0): 1049
- rasterization; (15.6.6.1): 430
- z-buffer; (36.7.0): 1050

high dynamic range (HDR) images; (17.1.0): 481

high-level

- design principle; (14.4.0): 330
- vision; (5.2.0): 105

highest layer

- specification, tools; (2.3.3.3): 41

history

- computer graphics; (1.2.0): 7-9

hit point; (21.5.0): 585

HLS color model; (28.17.0): 776

homogeneous/homogenization; (10.13.0): 254

- clip space; (15.6.5): 429, (36.5.3): 1047

- transformation; (11.1.1): 265

homogenization; (10.6.0): 236

host code; (15.7.1): 432

HoverCam; (21.8.0): 591

HSV color model; (28.17.0): 776

hue; (28.5.0): 756

human

- understanding, model parameter issues; (27.12.0): 736

- visual perception, introduction to, [chapter]; (5.0.0): 101-115

- visual system, as realistic rendering building block; (1.13.5): 29

hybrid pipeline

- platforms and models; (16.1.1.2): 453

hyperbolic

- depth buffer encoding; (36.3.1.1): 1038

- depth encoding; (36.3.1): 1037

- interpolation; (15.6.4.2): 423

identically distributed; (30.3.3): 808

identity matrix; (10.3.2): 225

illuminant C; (28.8.1): 765

illumination; (29.2.0): 785

IM (Immediate mode) platform; (16.1.0): 452, (2.3.2): 39

- application model pipeline; (16.4.2): 468

image(s)

- characteristics; (17.2.0): 482

- compositing; (17.4.0): 485-490

- display, as realistic rendering building block; (1.13.4): 29

- enlarging; (19.2.0): 534-537

- [chapter]; (19.0.0): 533-546

- file formats; (17.3.0): 483-485

- foreground; (17.4.0): 485

- gradient; (19.6.0): 544

- high dynamic range (HDR); (17.1.0): 481

- losslessly compressed; (17.3.0): 483

- manipulation, [chapter]; (17.0.0): 481-494

- maps; (17.5.0): 490

- processing; (17.7.0): 492

- representation, [chapter]; (17.0.0): 481-494

- RGB; (17.2.0): 482

- scaling, [chapter]; (19.0.0): 533-546

- shrinking; (19.3.0): 537

- [chapter]; (19.0.0): 533-546

- signal processing and, [chapter]; (18.0.0): 495-532

- space; (1.8.1): 22, (10.11.0): 245

- photon mapping; (31.19.1): 876

immediate-mode (IM); (16.1.0): 452

Computer Graphics Index

- immediate-mode platforms**
 - retained-mode platforms vs.; (2.3.2): 39
- implementation;** (38.3.0): 1108
 - Durer rendering algorithm; (3.3.0): 65-72
 - path tracer; (32.5.0): 889-904
 - platform, for a basic 3D renderer design; (15.3.0): 393-403
 - rendering equation, computational solutions, [chapter]; (32.0.0): 881-926
 - transformation, in graphics transformation library; (12.5.0): 290-293
- implementation principle;** (7.1.0): 149
- implicit**
 - representations, of shape, [chapter]; (24.0.0): 615-634
- implicit(s)**
 - conversion to, from polyhedral meshes; (24.7.0): 629
 - curves; (2.2.0): 616-619
 - functions, representation of; (24.4.0): 621-624
 - lines; (7.6.7): 164
 - models, texturing; (24.8.0): 629
 - representations, sampled, mathematical models and; (24.4.3): 623
 - shapes, in animation; (24.10.0): 631
 - surfaces; (14.5.2): 341-343, (14.5.2): 341, (24.3.0): 619
 - ray tracing of; (24.9.0): 631
- importance**
 - function; (29.4.0): 792, (30.5.0): 819
 - sampling; (31.16.0): 854
 - importance-sampled single-sample estimate theorem; (30.5.0): 818
 - integration and; (30.5.0): 818-820
 - multiple; (31.18.4): 868-870
 - in sampling, in Monte Carlo method; (30.2.0): 802
- imposters;** (14.6.2): 348
- impostors**
 - billboards and; (14.6.2): 347
- Improved Euler integration;** (35.6.3): 1000
- impulse(s);** (14.9.1): 356, (29.2.0): 784
 - collision detection strategy; (35.6.5.4): 1010
 - forces; (35.6.5.4): 1010
 - magnitude of the; (27.14.0): 740, (29.5.0): 793
 - scattering; (27.3.1): 713, (27.4.0): 715
- incoherent memory;** (38.7.2): 1131
- incremental**
 - interpolation, precision for; (15.6.4.4): 427
 - scanline rasterization; (15.6.6.3): 431
- independent;** (30.3.3): 807
- independent identically distributed (iid);** (30.3.3): 808
- index of refraction;** (5.3.1): 107, (14.4.1.2): 332, (26.4.3): 679
- indexed**
 - face; (3.6.0): 77
 - triangle, meshes; (14.5.1.1): 338
- indexing**
 - vectors and arrays; (7.6.1.1): 156
- indication;** (34.1.1): 948
- indirect**
 - light; (14.11.1): 370, (31.18.3): 865
 - lighting; (31.8.0): 834
- infinite**
 - series; (31.5.1.2): 829
 - support; (19.2.0): 535
- information visualization;** (2.2.0): 37
- inheritance**
 - spatial data structure programming issues; (37.2.2.1): 1073
- injective;** (7.4): 151
- ink**
 - printing, CMY/CMYK color model; (28.14.0): 774
- inner product;** (7.6.4.2): 158
- instance transform;** (6.6.2): 139
- instancing;** (15.10.0): 450
- instantaneous velocity;** (35.6.1): 997
- instantiation;** (2.3.2): 39
 - of primitive components; (6.6.3.2): 141
- integer**
 - coordinates, to floating-point coordinates; (2.3.1): 38
- integral(s)**
 - equation; (29.2.1): 786
 - as mathematics requirement; (1.13.6): 31
 - of spectral radiance; (26.7.0): 692
- integration**
 - as as realistic rendering building block; (1.13.7): 31
 - Forward Euler; (35.6.7): 1018
 - Heun; (35.6.7.4): 1019
 - importance sampling and; (30.5.0): 818-820
 - numerical; (30.2.0): 801
 - Runge-Kutta
 - fourth-order Runge-Kutta; (35.6.7.5): 1020
 - second-order Runge-Kutta integration; (35.6.7.3): 1019
 - semi-implicit Euler; (35.6.7.2): 1019
- Intel**
 - Larrabee, as alternative GPU architecture; (38.8.3): 1138-1142
- intensity;** (26.8.0): 700
 - encoding of; (28.12.0): 769-771
- interaction**
 - BSP tree ray-primitive; (36.2.1): 1030-1032
 - in C# code for 2D graphics test-bed-based program; (4.5.0): 95
 - camera, mouse-based; (21.5.0): 584
 - events, handling; (21.2.2): 573
 - in graphics systems; (1.10.0): 23
 - light interaction with objects, approximating; (6.1.2): 118
 - mouse, 3D object manipulation; (21.4.0): 580-584

Computer Graphics Index

interaction (cont'd)

multitouch, design and construction strategies; (21.3.0): 574-580
techniques, [chapter]; (21.0.0): 567-594

interconnection network; (38.3.2): 1111

interface
bending of light at an; (26.4.3): 679
programming, spatial data structures; (37.2.0): 1068-1077
rasterization API; (15.7.2): 434-444
software, to material models; (27.14.0): 740

interior; (25.2.4): 642

edge; (25.2.0): 637
vertices; (8.3.1.2): 194, (25.2.1): 638

interlaced/interlacing; (35.3.3): 978, (35.3.3): 978-980

interpolation
barycentric, code for; (9.2.0): 203-210
bilinear; (24.4.1.2): 622
of color; (28.18.0): 777-779
curve; (22.4.0): 600
incremental, precision for; (15.6.4.4): 427
linear, a different view; (9.2.1): 207
of matrix transformations; (11.5.0): 280
methods, comparison; (9.4.2): 213
perspective-correct; (15.6.4.2): 422-424
pose, in motion rendering; (35.5.0): 992-996
scanline; (9.2.2): 208
schemes; (24.4.1): 621
shading, Gouraud; (6.3.1): 128
transformations vs.; (10.14.0): 259

intersection(s)

code debugging, in a basic 3D renderer; (15.4.4): 411
lines; (7.7.0): 165-167, (7.8.0): 167
parametric-parametric; (7.7.1): 166
methods, spatial data structure programming; (37.2.1): 1069-1073
query; (36.1.1): 1026
rays
grid; (37.7.2): 1095-1099
plane; (7.8.1): 168
sphere; (7.8.1): 170
triangle, in a basic 3D renderer; (15.4.3): 408-411
shade and, sampling framework for; (15.4.2): 407

interval(s)

Fourier transform on; (18.11.0): 511-515
functions on, generalization to all of R; (18.12.0): 516
sampling and band limiting in an; (18.11.1): 514

introduction

[chapter]; (1.0.0): 1-33

invariant under affine transformations; (7.10.7): 182

inverse(s); (7.4): 151

Fourier transform; (18.16.0): 520
functions, inverse matrices and; (10.3.4): 225
kinematics (IK); (35.4.6): 990
matrix, inverse functions and; (10.3.4): 225
tangent functions; (7.4.1): 152

invertible; (10.3.4): 225

inward edge normal; (7.10.1): 175

irradiance; (14.4.1.3): 333, (26.7.4): 697-699
due to a single source; (26.7.4): 698

map; (20.5.0): 557

isocontour; (14.5.2): 341

isocurves; (24.2.0): 616

isosurfaces; (24.3.0): 619

isotropic

term description; (32.3.0): 883

jaggies; (1.13.7): 31

JND (just noticeable difference); (28.4.1.2): 754

joint(s); (35.5.3): 994

knee, creating; (6.6.3.6): 143
transform; (6.6.2): 140

k-dimensional data structures

in spatial data structure programming; (37.4.0): 1080

kd tree

building; (37.6.2): 1089-1091
in spatial data structure programming; (37.6.2): 1089
kernel; (31.19.0): 874, (38.9.0): 1142
key(s); (37.2.0): 1068, (37.2.2): 1073
extracting, in spatial data structure programming;
(37.2.2): 1073-1077

frame; (35.2.1): 966

poses; (35.2.1): 966, (35.4.3): 989

representation of; (35.4.3): 989

in spatial data structure programming; (37.3.0): 1077

kinetic force; (35.6.4.5): 1007

knee

joint, creating; (6.6.3.6): 143

know your problem principle; (1.1.0): 4

Kubelka-Munk coloring model; (28.6.4): 760

L (radiance function)

defining; (14.11.1): 370
different ways of writing; (26.10.3): 706
as spectral radiance function; (26.7.0): 692

L2 difference;** (5.2.0): 104

L2 distance;** (5.2.0): 104

Lafortune scattering model; (27.5.4): 723

lag; (1.6.2): 17

Lambert's Law; (14.9.2): 358

Computer Graphics Index

- Lambertian;** (26.12.0): 708, (29.2.0): 785
cosine rule; (6.2.2): 127
emitter; (26.7.3): 695
material model; (14.9.2): 358
reflectance; (15.4.6): 413
model; (1.13.2): 28
reflectors; (27.5.2): 719-721
scattering; (15.4.6): 413, (27.4.0): 716
shading; (14.9.0): 353
- Laplacian**
coordinates; (25.5.3): 655-660
- large-scale object geometry;** (14.5.0): 337-346
- Larrabee**
as alternative GPU architecture; (38.8.3): 1138-1142
- latency;** (1.6.2): 17, (38.6.2): 1123
in modern graphics hardware; (38.6.3): 1124-1126
- lateral inhibition;** (5.3.2): 108
- law(s)**
of conservation linear momentum; (35.6.5.4): 1011
Fitts' Law; (21.2.1): 572
Fresnel, polarization and; (26.5.0): 681-683
Lambert's Law; (14.9.2): 358
Snell's law; (26.4.3): 679
Stefan-Boltzmann law; (26.3.0): 672
Wien's displacement law; (26.12.0): 710
- learning strategy;** (1.14.0): 31
- leg**
full, creating; (6.6.3.5): 143
lower, creating; (6.6.3.4): 142
- legacy**
models; (14.2.2): 324
- length**
vector; (7.6.3): 157
- lens flare;** (14.4.5): 336
bloom and; (14.10.5): 369
- level of detail;** (14.6.1): 347
- level of detail (LOD);** (14.6.1): 347
in modeling; (25.4.0): 645-652
principle; (25.4.0): 646
- level set;** (7.6.7): 164, (14.5.2): 341, (24.2.0): 616
methods; (24.10.0): 631
- level surfaces;** (24.3.0): 619
- lexical design;** (21.2.0): 569
- library**
transformation, 2D and 3D, [chapter]; (12.0.0): 287-298
- lift;** (35.6.4.6): 1008
- light(s)**
ambient; (6.2.0): 122
area, representation of; (32.4.1): 888
bending at an interface; (26.4.3): 679
capture, as realistic rendering building block; (1.13.3): 29
[chapter]; (26.0.0): 669-710
characteristics of; (14.4.1): 330-334
- light(s) (cont'd)**
direct; (14.11.1): 370, (31.18.3): 865
incorporating into a renderer; (14.11.3.2): 372
directional; (14.11.7): 380, (6.2.2.): 125
electron-level view; (26.3.0): 670-674
energy, photon arrival rates and; (1.5.1): 12
fixed-function modeling, fixed-function 3D graphics
and, [chapter]; (6.0.0): 117-147
geometric; (6.2.2.): 124
hemisphere area; (14.11.5): 378
indirect; (14.11.1): 370, (31.18.3): 865
interaction with objects, approximating; (6.1.2): 118
maps; (14.5.1.5): 341
measuring; (26.7.0): 692-699
modeling
angles and solid angles in; (26.6.3): 686-690
as a continuous flow; (26.6.0): 683-692
omni-light; (14.11.6): 379
path; (29.8.0): 796
physics of; (26.2): 669
point
mirrors and; (32.3.1): 886
representation of; (32.4.1): 888
term description; (6.2.2.): 124, (6.5.2): 133, (14.11.6): 379
unified point-light model; (14.11.9): 382-384
propagation of; (14.4.1.2): 332
as realistic rendering building block; (1.13.1): 26
rectangular area; (14.11.4): 377
rendering equation relationship to; (14.11.3.3): 373-376
representation of; (32.4.1): 887
spectral distribution of; (28.2.0): 747-748
spot; (14.11.8): 381
term description; (29.2.0): 784
transport; (14.4.3): 335
alternatives to the radiance field L formulation;
(31.13.0): 846
[chapter]; (29.0.0): 783-800
paths, classification; (29.8.0): 796-799
units of; (14.4.1.3): 333
vector; (14.11.6): 379
visible spectrum; (14.4.1.1): 330-332
wave nature of; (26.4.0): 674-677
- lighting;** (13.5.0): 312
emissive; (6.5.3.4): 138
geometry, in WPF; (6.5.2): 133
OpenGL fixed-function compatibility profile; (16.2.3): 458
realistic, producing more; (6.2.2): 124-127
shading vs., in fixed-function rendering; (6.2.3): 127
specification, mesh and, introduction; (6.2.0): 120-128
- lightness;** (28.5.0): 756

Computer Graphics Index

limitations

Durer rendering algorithm implementation; (3.5.0): 75
piecewise linear expansion; (9.3.0): 210

limits

examples, Fourier transforms; (18.15.0): 519

line(s); (38.7.2): 1130

of curvature; (34.5.1): 956
equation; (7.6.9): 165
implicit; (7.6.7): 164
intersection
 parametric-implicit; (7.7.2): 167
 parametric-parametric; (7.7.1): 166
intersections; (7.7.0): 165-167, (7.8.0): 167
parametric, transforming; (10.12.1): 254
in plane, implicit description; (7.6.8): 165

linear

algebra, as mathematics requirement; (1.13.6): 31
combination; (7.6.4): 157
depth
 buffer encoding; (36.3.1.2): 1040
 encoding; (36.3.1): 1037
 values; (36.3.1.1): 1040
expansion, piecewise, limitations of; (9.3.0): 210
interpolation, a different view; (9.2.1): 207
radiance; (15.3.2): 398
transformations; (10.1.0): 221
 2D, [chapter]; (10.0.0): 221-262
 examples; (10.2.0): 222-224
waves; (26.4.0): 675
z values; (36.3.1.1): 1040

linearly

interpolating; (9.1.0): 201
polarized; (26.4.2): 678

link of a vertex; (9.2.1.1): 208, (25.2.3): 641

linked list

1D, in spatial data structure programming; (37.3.0): 1077
term description; (37.3.0): 1077

list-priority algorithms

for visibility determination; (36.4.0): 1040-1043

list(s)

in spatial data structure programming; (37.5.0): 1081-1083

Live Paint; (36.4.1): 1042

local; (5.2.0): 103

BSDF representations, surface representations and; (32.3.0): 882
flatness; (32.3.0): 882
memory blocks; (38.7.2): 1129

Local Layering; (36.4.1): 1042

locality; (38.7.0): 1127

in modern graphics hardware; (38.7.0): 1127-1135

locality of reference; (38.7.1): 1127

in modern graphics hardware; (38.7.1): 1127-1129

locally; (9.1.0): 203

flat vertex; (25.3.0): 643

look and feel; (2.3.2): 39

look direction; (13.3.0): 302, (13.4.0): 304

losslessly compressed image; (17.3.0): 483

lossy compression; (17.3.0): 483

low-level vision; (5.2.0): 105

lowest layer

specification, object-oriented API; (2.3.3.1): 41

luma; (28.12.0): 771, (28.15.0): 775

lumens; (26.11.0): 707

luminaire(s); (14.11.0): 369, (26.11.0): 707, (28.2.0): 747,

(28.4.0): 751, (28.4.1.2): 755, (29.2.0): 784

models; (14.11.0): 369-382

representation of; (32.4.1): 888

luminous

efficiency; (26.11.0): 707

function; (28.4.0): 751

intensity; (28.4.0): 751

Mach banding; (1.7.0): 20

magnitude of the impulse; (27.14.0): 740, (29.5.0): 793

manifold; (11.1.1): 265

meshes; (8.3.1): 193, (8.2.1): 190

boundaries; (8.3.1.2): 194

orientation; (8.3.1.1): 193

manipulation

2D, multitouch interaction, design and construction strategies; (21.3.0): 574-580

3D, mouse-based; (21.4.0): 580-584

of images, [chapter]; (17.0.0): 481-494

maps/mapping

bump; (20.2.2): 550, (14.5.4): 344

environment; (20.2.1): 549, (33.6.0): 939

 term description; (14.5.1.4): 340

image; (17.5.0): 490

MIP; (17.6.0): 491

photons; (31.19.0): 872-876, (31.16.0): 853

 image-space; (31.19.1): 876

 implementation; (32.6.0): 904-915

reflection; (20.5.0): 556

sphere; (14.5.1.4): 340

texture; (1.6.1): 15, (1.6.1.): 15, (6.4.0): 131

 [application]; (9.6.0): 214-216

 [chapter]; (20.0.0): 547-566

 in modern graphics hardware; (38.6.1): 1118-1121

 problems; (9.6.3): 216

tiled; (38.7.1): 1128

tone; (32.9.0): 919

marching

cubes; (24.6.0): 625, (24.6.1): 628

 variants; (25.5.1): 652

squares; (24.6.0): 627

Computer Graphics Index

Markov

chain(s), path tracing and; (31.18.1): 856-872
property; (31.18.1): 857

marks

in expressive rendering; (34.3.0): 950

mask; (17.4.0): 485

masking; (27.8.2): 730

master templates; (2.3.2): 39

material(s)

anisotropic; (32.3.0): 883
models; (14.9.0): 353-361
Lambertian; (14.9.2): 358
software interface to; (27.14.0): 740
property, coverage as; (36.9.4): 1063
as realistic rendering building block; (1.13.2): 27
scattering and, [chapter]; (27.0.0): 711-744

materials

OpenGL fixed-function compatibility profile; (16.2.3): 458

mathematical

models; (1.1.0): 2
sampled implicit representations; (24.4.3): 623
notation; (7.2.0): 150

mathematics

changing variables, in light modeling; (26.6.5): 690-692
geometry and, 2D space and; (7.0.0): 149-186

requirements for computer graphics; (1.13.6): 30
signal processing; (18.9.0): 508-510

matrix/matrices; (7.6.1): 156

associated to the transformation; (10.3.2): 224
inverse; (10.3.4): 225
inverse functions and; (10.3.4): 225
linear transformation role; (10.3.2): 224
as mathematics requirement; (1.13.6): 31
matrix and vector vs.; (10.6.0): 236
multiplication; (7.6.5): 161
as a linear transformation; (10.3.1): 224
function composition and; (10.3.3): 225
properties, SVD and; (10.3.7): 230
rotation, finding axis and angle from; (11.2.4): 270-272
skinning model; (35.5.4): 995
transformation; (10.1.0): 222
finding; (10.3.5): 226-228
interpolating; (11.5.0): 280

matter

models of; (14.4.4): 336

matting; (14.10.2.1): 367

mean; (30.3.2): 804

meaning

of meshes; (25.3.1): 644
principle; (9.4.2): 213

measured

BSDF; (14.9.1): 358
scattering models; (27.3.2): 713, (27.6.0): 725

measurement; (18.8.0): 507

equation, in light transport; (29.4.1): 791
of light; (26.7.0): 692-699
of the solid angle; (26.6.3): 687
value of; (14.2.1): 323

media

participating, scattering model issues; (27.13.1): 737

megakernel tracing; (36.2.2): 1033

memoization; (35.3.5): 983

memory

cache, in modern graphics hardware; (38.7.2): 1129-1132
in modern graphics hardware; (38.6.2): 1121-1124
practice, in a rasterization API; (15.7.2.1): 435-437
principle; (38.6.2): 1124
in a rasterization API; (15.7.2.1): 434
requirements, for mesh structures; (8.3.3): 196

mesh(es); (14.5.1): 338-341

1D

boundaries; (8.2.1): 190
data structure for; (8.2.2): 191

2D, polylines;

(8.2.0): 189-192

3D;

(8.3.0): 192-198

adjacency information; (14.5.1.3): 338

alternative structures; (14.5.1.2): 338

applications

deformation transfer and triangle-order

optimization; (25.6.0): 660-667

marching cubes; (25.5.0): 652-660

mesh improvement; (25.5.0): 652-660

mesh repair; (25.5.0): 652-660

[chapter]; (25.0.0): 635-668

closed; (8.2.1): 190, (8.3.1.3): 195, (25.2.4): 642

functions on, [chapter]; (9.0.0): 201

geometry; (25.3.0): 643-645

indexed triangle; (14.5.1.1): 338

Laplacian; (25.5.3): 656

lighting specification and, introduction; (6.2.0): 120-128

manifold; (8.3.1): 193, (8.2.1): 190

boundaries; (8.3.1.2): 194

orientation; (8.3.1.1): 193

with-boundary, operations on; (8.3.1.4): 195

meaning of; (25.3.1): 644

nonmanifold; (8.3.2): 195

operation; (8.3.4): 197

path; (25.8.0): 668

polyhedral

conversion to; (24.6.0): 625-629

conversion to implicits from; (24.7.0): 629

precomputed information; (14.5.1.5): 340

progressive; (25.4.1): 649-652

repair; (25.5.2): 654

structure, dependence on; (9.3.1): 211

Computer Graphics Index

mesh(es) (cont'd)

terminology for; (9.2.1.1): 208
topology; (25.2.0): 637-643
triangle; (8.1.0): 187

metaball modeling; (14.5.2.1): 343

metadata; (17.3.0): 483

metamers; (28.9.0): 768

methods

interpolation, comparison; (9.4.2): 213

Metropolis Light Transport (MLT) algorithm; (31.18.6): 871

microfacets; (27.8.2): 729

micropolygon; (14.5.1.5): 340, (15.6.6.4): 431 rasterization; (15.6.6.5): 431

Microsoft Windows Presentation Foundation (WPF)

See WPF (Microsoft Windows Presentation Foundation);

middle layer

specification, XAML; (2.3.3.2): 41

MIP (multum in parvo) mapping; (17.6.0): 491, (9.6.3): 217, (17.6.0): 491-492, (38.6.1): 1120 trilinear; (38.6.1): 1121

mirrors

measuring BRDF; (26.10.2): 705
point lights and; (32.3.1): 886
scattering; (27.4.0): 715, (27.5.1): 717
visibility rendering; (36.8.2): 1052-1054

mixed probabilities; (20.6.0): 820

mixing

color, order-related issues; (28.6.4): 760

mobile devices

3D graphics; (16.5.1): 479

models/modeling; (1.1.0): 2

color

CMY/CMYK; (28.14.0): 774
HLS; (28.17.0): 776
HSV; (28.17.0): 776
RGB; (28.13.1): 772-774
YIQ; (28.15.0): 775

common forces, in motion rendering; (35.6.4): 1000-1008

finite element models; (14.7.1): 349

fixed-function, fixed-function 3D graphics and
hierarchical modeling, [chapter]; (6.0.0): 117-147

hierarchical

camera transformations and; (13.7.0): 313-315
fixed-function 3D graphics and, [chapter]; (6.0.0): 117-147

OpenGL fixed-function compatibility profile;
(16.2.9): 463

scene graph use; (6.6.0): 138-147

implicit, texturing; (24.8.0): 629

legacy; (14.2.2): 324

level of detail issues; (25.4.0): 645-652

models/modeling (cont'd)

light, as a continuous flow; (26.6.0): 683-692
luminaire; (14.11.0): 369-382
material; (14.9.0): 353-361

Lambertian; (14.9.2): 358

software interface to; (27.14.0): 740

mathematical, sampled implicit representations;
(24.4.3): 623

matter; (14.4.4): 336

modular, motivation for; (6.6.1): 138

scattering

Blinn-Phong; (27.5.3): 721-723

Cook-Torrance; (27.8.3): 731

empirical; (27.5.0): 717-725

Oren-Nayar; (27.8.4): 732-734

phenomenological; (27.5.0): 717-725

Phong; (27.5.3): 721-723

physically-based; (27.8.0): 727-734

Torrance-Sparrow; (27.8.2): 729-731

types of; (27.3.2): 713

wave theory; (27.8.5): 734

space; (1.8.1): 21

stage; (16.2.4): 460

with subdivision surfaces; (23.4.0): 613

transformation; (2.4.5): 51

transformations, textures and; (24.8.1): 630

view matrix; (13.7.0): 314

view projection matrix; (13.7.0): 314

volumetric; (14.7.0): 349-351

Modified Euler method; (35.6.7.4): 1020

modular

modeling, motivation for; (6.6.1): 138

templates, using; (2.4.6): 49-55

modulus; (18.11.0): 513

monospectral distributions; (28.2.0): 747

Monte Carlo

integration, probability, [chapter]; (30.0.0): 801-824
techniques, introduction to; (31.16.0): 851-854

morphogens; (20.8.3): 561

motherboard; (38.2.0): 1106

motion

blur; (35.3.4): 980, (36.9.3): 1061

partial coverage use; (36.9.3): 1061

temporal aliasing and; (35.3.4): 980-983

[chapter]; (35.0.0): 963-1022

examples; (35.2.0): 966-975

induced blindness; (5.7.0): 114

perception; (35.3.2): 976

planning; (35.2.3): 973

rendering considerations; (35.3.0): 975-987

mouse

camera interaction; (21.5.0): 584

interaction, 3D object manipulation; (21.4.0): 580-584

Computer Graphics Index

- MSAA (multi-sample anti-aliasing)**
partial coverage use; (15.7.1.2): 433
- MSAA (multisample antialiasing)**
partial coverage use; (36.9.1): 1057
- multipass rendering;** (15.7.2.3): 441
- multiple importance sampling;** (30.5.0): 820, (31.18.4): 868
- multiplication**
matrix; (7.6.5): 161
as a linear transformation; (10.3.1): 224
function composition and; (10.3.3): 225
- multiresolution geometry;** (16.4.2.1c): 471
- multisample**
antialiasing (MSAA), partial coverage use; (36.9.1): 1057
estimator; (31.18.4): 870
- multithreading;** (38.6.3): 1124
- multitouch**
interaction, design and construction strategies; (21.3.0): 574-580
- Munsell color-order system;** (28.8.0): 762
- mutation strategy;** (31.18.6): 871
- navigation**
of a corridor, as motion example; (35.2.3): 972
- near-plane**
clipping; (36.5.2.2): 1046
in rasterization implementation; (15.6.3): 422
culling; (36.4.3): 1044
- nearest-neighbor;** (32.6.1): 912, (35.2.1): 967
field; (10.9.0): 564
- negative BSP tree node;** (36.2.1): 1031
- negatively oriented;** (7.10.5): 179
- neighbor-list table;** (8.2.2): 191
- neighborhood;** (23.3.0): 610
- noise**
Perlin; (20.8.2): 560
- noncommutativity principle;** (14.4.1.2): 332
- nonconvex**
spaces; (9.4.1): 211
- nonmanifold**
meshes; (8.3.2): 195
- nonphysical tools**
luminaire models; (14.11.3.1): 371
- nonuniform**
B-spline; (22.5.1): 604
Catmull-Rom spline; (22.4.1): 601
rational B-spline; (22.5.1): 604
scale; (10.2.0): 223
scaling transformation; (10.2.0): 223
spatial distribution; (37.7.3): 1100
- nonzero winding number rule;** (7.10.2): 177
- norm;** (7.6.3): 157
- normal;** (1.6.1): 16, (7.6.8): 164
force; (35.6.4.4): 1005
modeling; (35.6.4.4): 1005
through transient constraints; (35.6.5.2): 1009
- polygon in space;** (7.10.4): 178
- transform;** (10.12.0): 253
vector; (1.6.1): 16, (1.13.2): 27, (7.6.8): 164
- normalization;** (3.3.1): 72, (7.6.3): 157
- normalized**
Blinn-Phong model; (14.9.3): 359
device coordinates; (1.8.1): 22, (3.3.1): 72
fixed point; (14.3.0): 325
- notation**
animation specific; (35.2.4): 973
in approximate equation solutions; (31.8.1): 835
mathematical; (7.2.0): 150
path tracing symbols; (32.5.0): 890
- NUI (natural user interface);** (21.2.0): 571
- numbers**
in computer graphics; (1.5.0): 12-14
fixed point; (14.3.1): 325
floating point; (14.3.2): 326
real; (14.3.0): 324-330
- numerical integration;** (1.13.3): 29, (30.2.0): 801
- NURB;** (22.5.1): 604
- NVIDIA**
GeForce 9800 GTX; (38.2.0): 1105
- Nyquist frequency;** (18.11.1): 515
- object**
coordinate system; (6.6.3.1): 140
coordinates; (10.11.0): 245
space; (1.8.1): 21
- object(s)**
3D, mouse-based interaction; (21.4.0): 580-584
in animation, representation of; (35.4.1): 987
centered, operation; (11.2.5): 272
distant; (14.6.0): 346-349
geometry, in C# code for 2D graphics test-bed-based program; (4.3.4): 93
as oriented API, as lowest layer specification; (2.3.3.1): 41
as realistic rendering building block; (1.13.2): 27
scattering and; (27.2.0): 711
space; (10.11.0): 245
- occlusion;** (13.4.0): 308
ambient; (27.15.0): 742
culling; (16.4.2.1b): 470, (36.1.0): 1023, (36.7.0): 1049
function; (36.1.1): 1025
hierarchical, culling; (36.7.0): 1049
query; (36.7.0): 1049
- oct tree;** (37.6.2): 1090
building; (37.6.2): 1089-1091
- odd winding number rule;** (7.10.2): 177

Computer Graphics Index

- ODE (ordinary differential equation);** (35.6.2): 998
general solver; (35.6.6.3): 1016
numerical methods for; (35.6.7): 1017-1020
- omni-light;** (14.11.6): 379
- omnidirectional point light;** (14.11.6): 379
- OpenGL;** (16.1.0): 452
fixed-function (FF) compatibility profile; (16.2.0): 454-464
programmable pipeline; (16.3.0): 464-466
- OpenGL ES (Embedded Systems);** (16.5.1): 479
- operations**
on coordinates; (7.6.0): 153-165
edge-collapse; (8.3.5): 197
edge-swap; (8.3.6): 197
graphics
rotation; (10.1.0): 221
scaling; (10.1.0): 221
translation; (10.1.0): 221
on manifold-with-boundary meshes; (8.3.1.4): 195
mesh; (8.3.4): 197
on points; (7.6.4.4): 159-161
vector; (7.6.4): 157-161, (7.6.4.4): 159-161
- optic disk;** (5.3.2): 107
- optics**
ray, building blocks of; (14.4.0): 330-337
- optimization**
in a basic 3D renderer; (15.8.0): 444-447
bounding-box, in rasterization implementation; (15.6.2): 420
data structure acceleration, in scene-graph middleware; (16.4.3.1): 474
early, when it is good; (15.8.4): 446
static scene portions, in scene-graph middleware; (16.4.3.2): 476
- order**
color mixing issues; (28.6.4): 760
- ordered**
spatial data structures; (37.3.0): 1077
- orders of magnitude**
in computer graphics; (1.5.0): 12-14
- Oren-Nayar model;** (27.8.4): 732-734
- orientable;** (25.2.2): 639
- orientation**
in manifold meshes; (8.3.1.1): 193
boundaries and; (8.3.1.3): 194
- oriented simplex;** (25.2.2): 639
- orthogonal matrix;** (10.3.7): 230
- orthographic**
cameras; (13.8.0): 315-317
projections; (13.8.0): 315
- output**
merging, stage in the graphics pipeline; (15.7.1.3): 433
sensitive operation; (37.3.2): 1079
- outward edge normal;** (7.10.1): 175
- p-polarized;** (26.5.0): 681
- packages**
graphics, different kinds of; (1.12.0): 25
- packet tracing algorithm;** (36.9.2): 1061
- painter's algorithm;** (36.1.4): 1028
for visibility determination; (36.4.1): 1041
- palettes**
color; (28.17.2): 777
- panel;** (4.2.3): 86
- panning;** (21.5.0): 585
- Pantone color-matching system;** (28.8.0): 761
- parallel projections;** (13.8.0): 315
- parallelism;** (38.2.0): 1106, (38.4.0): 1111
in modern graphics hardware; (38.4.0): 1111-1114
- parameter;** (7.6.0): 155
- parameterization;** (7.9.0): 171
building tangent vectors from; (22.3.0): 552
- parameterized model;** (3.5.0): 76
- parametric**
equation; (14.5.2): 341
form of the line between P and Q; (7.6.0): 155
implicit duality principle; (7.8.2): 171
line
intersection; (7.7.1): 166
transforming; (10.12.1): 254
- partial coverage;** (14.10.2): 364-367, (36.1.3): 1028, (36.9.0): 1054
- participating**
media, scattering model issues; (27.13.1): 737
- particle(s)**
collisions; (35.6.5): 1008-1012
in motion rendering; (35.6.1): 996
systems; (14.7.3): 350, (35.6.1): 997
- pass(s);** (15.7.2.3): 441, (36.3.0): 1036
- patch(es);** (14.5.3): 344
Bezier; (23.1.0): 607-610
spline, subdivision surfaces and; (14.5.3): 343
- path(s)**
light transport, classification; (29.8.0): 796-799
mesh; (25.8.0): 668
tracing; (31.17.0): 855-872
basic implementation; (32.5.0): 889-904
bidirectional; (31.18.5): 870
building a tracer; (31.18.3): 864-868
Markov chains and; (31.18.1): 856-872
symbols, notation; (32.5.0): 890
term description; (31.16.0): 853
transport, separation of; (31.11.0): 844
- PCIe interface;** (38.3.2): 1111
- pdf (probability density functions);** (30.3.5): 810-812
- pen;** (2.3.1): 38
- penalty**
forces, in motion rendering; (35.6.5.3): 1009
- pencil;** (36.9.2): 1060

Computer Graphics Index

penumbra; (18.5.0): 505, (29.8.1): 798

perception

brightness; (28.4.1): 750-756

color; (28.3.0): 748-756

 color sensation vs.; (28.7.0): 761

color spaces based on; (28.9.0): 767

in expressive rendering; (34.4.0): 951

human visual

 constancy in; (5.4.0): 110

 continuation in; (5.5.0): 111

 introduction to, [chapter]; (5.0.0): 101-115

light transport and; (29.8.1): 797-799

motion; (35.3.2): 976

relationship of graphics to; (1.7.0): 19

visual, shadows in; (5.6.0): 112

percepts; (28.2.0): 747

performance

 in a basic 3D renderer; (15.8.0): 444-447

Perlin noise; (20.8.2): 560

perspective

camera specification; (13.3.0): 301

correct, interpolation; (15.6.4.2): 422-424

correct interpolation; (15.6.4.2): 423

z-values and; (13.6.0): 313

phenomenological scattering models; (27.3.2): 713,

(27.5.0): 717-725

Phong, Bui Tuong

normalized Blinn-Phong; (14.9.3): 359

reflectance (lighting) model; (6.5.2): 134, (27.5.3): 721-723

shader; (33.5.0): 937-939

shading; (27.5.3.1): 722

phosphorescence; (26.3.0): 671

photometry; (26.2.0): 670, (26.8.0): 700

 terms; (26.11.0): 707

photon(s)

arrival rates, light energy and; (1.5.1): 12

emission, applying the luminaire interface to; (14.11.3.4): 376

emitters; (14.4.2): 334

mapping; (31.16.0): 853, (31.19.0): 872-876

 image-space; (31.19.1): 876

 implementation; (32.6.0): 904-915

term description; (31.19.0): 872

tracing; (31.19.0): 872

photopic vision; (28.4.1.1): 753

photorealistic rendering; (1.13.7): 31

Photoshop

 free-transform mode; (21.7.3): 589

physical

constraints, on scattering; (27.3.3): 713

coordinates; (2.3.1): 38

optics; (27.7.0): 726

units, compositing and; (17.4.5): 489

physically-based scattering models; (27.3.2): 713,

(27.8.0): 727-734

physics

 of light; (26.2): 669

 light interaction with objects, approximating; (6.1.2): 118

 scene graphs; (14.8.0): 352

physiology

 eye; (28.3.0): 748-750

 large-scale components; (5.3.1): 106

pick

correlation; (2.3.2): 39, (6.6.1): 139, (16.2.10): 464

 OpenGL fixed-function compatibility profile; (16.2.10): 464

path; (16.2.10): 464

pie menus;

(21.2.1): 573

piecewise

constant; (8.1.0): 187

approximation; (35.6.3): 999

linear

 expansion, limitations of; (9.3.0): 210

 extension; (9.3.0): 210

 reconstruction; (18.6.0): 505

pipeline(s);

(38.4.0): 1113

 AMIP (application-model-to-IM-platform); (16.4.2): 468-474

 evolution, from fixed-function to programmable

 rendering; (16.1.1): 452-454

 graphics; (1.6.0): 14-19

 2D, overview; (2.2.0): 36

 details; (1.6.2): 16-19

 rasterization; (15.7.1): 432-434

 programmable, OpenGL; (16.3.0): 464-466

 rasterizing renderer, camera transformations and; (13.5.0): 310-312

pitching;

(11.2.2): 267

pixel(s);

(1.1.2): 5, (1.13.4): 29, (36.9.1): 1056

 coordinates; (1.8.1): 22

 first pixel principle; (4.7.0): 98

 image compositing values; (17.4.1): 486

 in ray casting; (15.2.3): 391

 shaders; (15.7.1.2): 433, (33.3.0): 930

 stage in the graphics pipeline; (15.7.1.2): 433

 values; (17.2.0): 482

planar wave;

(26.4.0): 676

Planck's constant;

(1.5.1): 12, (26.2.0): 670

plane(s)

 half, triangles and; (7.9.3): 174

 line in a, implicit description; (7.6.8): 165

 polygons, signed area; (7.10.3): 177

 ray, intersections; (7.8.1): 168

planning

 scene; (6.2.1): 120-124

Computer Graphics Index

platform(s)

2D graphics, evolution of; (2.3.0): 37-41
graphics application; (16.4.4): 477
immediate-mode, retained-mode platforms vs.; (2.3.2): 39
implementation, for a basic 3D renderer design; (15.3.0): 393-403
retained-mode, immediate-mode platforms vs.; (2.3.2): 39

plausible animation; (35.4.6): 992

plenoptic function; (14.11.1): 370, (26.7.0): 693

PNG (portable network graphics) format; (17.3.1): 484

point(s)

focal, term description; (29.8.1): 798, (34.3.0): 951
in graphics transformation library; (12.2.0): 288-290
light model, unified; (14.11.9): 382-384
lights
 mirrors and; (32.3.1): 886
 representation of; (32.4.1): 888
 term description; (6.2.2.): 124, (6.5.2): 133, (14.11.6): 379
 unified point-light model; (14.11.9): 382-384
operations on; (7.6.4.4): 159-161
sets; (14.5.5): 345
vanishing; (3.6.0): 77
vectors and; (10.5.0): 234
visible, in a basic 3D renderer design; (15.2.2): 390

polarization; (26.2.0): 670

of light; (26.4.2): 677-679

polarizers; (26.4.2): 679

polling; (21.2.1): 574

polygon(s); (7.10.0): 175-182

drawing, as black box; (1.9.0): 23
nonsimple, interiors of; (7.10.2): 177
plane, signed area; (7.10.3): 177
rate; (1.5.4): 14
signed areas for; (7.10.5): 179
soup; (25.5.2): 654
in space, normal to; (7.10.4): 178

polyhedral

meshes
 conversion to; (24.6.0): 625-629
 conversion to implicits from; (24.7.0): 629

polyline; (4.1.0): 81

polymorphic types; (37.2.0): 1068

polymorphism; (37.2.2): 1073

polynomial

curves, basic; (22.2.0): 595

poor sample test efficiency; (15.6.2): 420

popping; (35.3.7): 985

portal(s); (36.8.0): 1051

culling; (16.4.2.1b): 470

visibility rendering; (36.8.2): 1052-1054

pose

interpolation, in motion rendering; (35.5.0): 992-996

position; (13.3.0): 301

positive BSP tree node; (36.2.1): 1031

positive winding number rule; (7.10.2): 177

positively oriented; (7.10.5): 179

potentially visible set (PVS); (36.8.0): 1050

power; (14.4.1.3): 333

vectors; (31.19.0): 875

practical lights; (14.11.3.1): 372

prebaking a model; (10.11.0): 247

precision

for incremental interpolation; (15.6.4.4): 427

precomputed

mesh information; (14.5.1.5): 340

predication; (38.4.0): 1114

premultiplied alpha; (14.10.2.1): 366

preparing

viewport, for content; (6.2.1.1): 120-122

primary

colors; (28.6.1): 758

ray; (36.1.2): 1027

visibility; (36.1.0): 1023, (36.1.0): 1024, (36.1.2): 1027

primitive(s); (2.3.1): 38, (36.9.1): 1056

BSP tree ray-primitive interaction; (36.2.1): 1030-1032

components

defining geometry for; (6.6.3.1): 140

instantiating; (6.6.3.2): 141

drawing, OpenGL fixed-function compatibility profile;

(16.2.6): 461

per second; (1.1.2): 6

principal

curvature; (34.5.0): 956

directions; (34.5.0): 956

principles

API principle; (14.9.1): 356

approximate the solution principle; (1.1.0): 4

average height principle; (26.6.4): 690

coordinate-system/basis principle; (2.4.3): 45

culling principle; (36.1.0): 1024

design tradeoff principle; (38.3.1): 1110

division of modeling principle; (9.2.2): 210

early optimization principle; (15.8.4): 447

first pixel principle; (4.7.0): 98

hierarchical modeling principle; (6.6.1): 139

high-level design principle; (14.4.0): 330

implementation principle; (7.1.0): 149

know your problem principle; (1.1.0): 4

level of detail principle; (25.4.0): 646

list of; () 1145-1147

meaning principle; (9.4.2): 213

memory principle; (38.6.2): 1124

noncommutativity principle; (14.4.1.2): 332

parametric/implicit duality principle; (7.8.2): 171

Computer Graphics Index

principles (cont'd)

structure principle; (35.6.4.1): 1003
tilting principle; (7.10.6): 180
transformation uniqueness principle; (10.10.0): 240
visual debugging principle; (5.1.0): 102
visual system impact principle; (1.4.0): 11
wise modeling principle; (1.4.0): 10

printing

inks, CMY/CMYK color model; (28.14.0): 774

probability(s)

continuum; (30.3.4): 808-810, (30.3.4): 815-818
density
function (pdf); (26.6.1): 684
functions; (30.3.4): 808, (30.3.5): 810-812
introduction to; (26.6.1): 684
discrete, relationship to programs; (30.3.1): 803
event; (30.3.4): 809
mass; (20.6.0): 820
function (pmf); (30.3.1): 803, (30.3.2): 805
mixed; (20.6.0): 820
Monte Carlo integration and, [chapter]; (30.0.0): 801-824

procedural

animation; (35.4.5): 990
code, dynamics via; (2.5.2): 58
specification, declarative specification vs.; (2.3.3): 40
texturing; (20.1.0): 549

processing

demands, of complex applications; (1.5.4): 14
signal, images and, [chapter]; (18.0.0): 495-532

program

2D graphics test-bed-based, structure; (4.2.3): 83-88
Durer rendering algorithm implementation; (3.4.0): 72-75
structure, OpenGL fixed-function compatibility profile; (16.2.1): 455

programmability

in modern graphics hardware; (38.4.5): 1114-1117

programmable

pipeline; (15.7.1.2): 433
OpenGL; (16.3.0): 464-466
platforms and models; (16.1.1.3): 453
unit; (15.7.1.2): 433

programmer's model; (1.6.2): 17

programs; (15.7.1.2): 433

progressive

formats; (35.3.3): 978
meshes; (16.4.2.1c): 471, (25.4.1): 649-652
refinement; (31.10.0): 843

projected solid angle; (26.6.4): 690

projection

stage; (16.2.4): 460
textures; (20.5.0): 555, (24.8.0): 629
of w on v; (7.6.4.3): 159

projective

frame; (11.1.1): 265
geometry; (3.6.0): 77, (10.13.0): 257
spot light; (14.11.8): 382
transformation; (10.13.0): 255, (10.13.0): 257
theorems; (11.1.1): 265
transformations, in graphics transformation library; (12.5.1): 291-293, (12.7.0): 294

propagation

of light; (14.4.1.2): 332

property(s)

convex hull; (22.5.0): 603
convolution; (18.4.0): 503
expected value; (30.3.3): 806
Fourier transform; (18.17.0): 521
Markov; (31.18.1): 857
material, coverage as; (36.9.4): 1063
matrix, SVD and; (10.3.7): 230
reflectance; (6.5.3): 133-138
vertex, per-vertex; (14.5.1.4): 339

proxies; (37.2.0): 1068

pseudoinverses

SVD and; (10.3.9): 231-233

pulldown; (35.3.3.1): 979

purple

color characteristics; (28.6.2): 759

quad

fragments; (38.6.1): 1121, (38.8.2): 1137
tree; (37.6.2): 1090
building; (37.6.2): 1089-1091

quadratic error function; (25.5.1): 653

quantitative invisibility; (36.1.3): 1028

quantized; (26.2.0): 670

quaternions; (11.2.6): 273

R x R; (7.3.0): 150

R2;** (7.5.0): 153

radial curvature; (34.5.2): 957

radiance; (14.4.1.3): 333, (15.3.2): 397, (26.7.2): 694-697

computations; (26.7.3): 695-697

Fresnel equations and; (26.5.1): 683

field; (29.2.1): 786

light transport role; (29.2.0): 783

function L, defining; (14.11.1): 370

linear; (15.3.2): 398

radian

exitance; (26.7.5): 699

flux; (26.7.6): 699

power; (26.7.6): 699

spectral; (26.7.0): 692

measuring with function L; (26.7.0): 692

surface; (29.2.1): 786, (31.8.0): 834

function; (29.2.1): 787

[term description]; (26.7.0): 693

Computer Graphics Index

- radiometry;** (26.2.0): 669
derivative approach; (26.9.0): 700-702
terms; (26.7.1): 694
- radiosity;** (14.4.1.3): 333, (26.8.0): 700
discretization use in; (31.10.0): 838-844
equation; (31.10.0): 840
- random variable(s)**
randomized algorithms and; (30.3.0): 802-815
with mixed probability; (20.6.0): 820
- rank;** (10.3.8): 231, (10.16.0): 261
- raster;** (1.2.0): 8
- rasterization;** (15.6.0): 418-432, (1.6.2): 18, (15.1.0): 387, (15.2.4): 391, (36.1.2): 1027
algorithm; (36.9.2): 1061
API
interface; (15.7.2): 434-444
rendering with; (15.7.0): 432-444
chunking; (15.6.6.2): 430
hierarchical; (15.6.6.1): 430
incremental scanline; (15.6.6.3): 431
micropolygon; (15.6.6.5): 431
ray casting and, [chapter]; (15.0.0): 387-450
shadows; (15.6.5): 428
stage in the graphics pipeline; (15.7.1.1): 433
tiling; (15.6.6.2): 430
triangles first; (15.2.4): 391
- rasterizer**
algorithm; (15.5.0): 418
- rasterizing**
renderer pipeline, camera transformations and; (13.5.0): 310-312
- rasters;** (35.3.3): 978
- rates**
photon arrival rates, light energy and; (1.5.1): 12
- rational**
B-spline; (22.5.1): 604
linear interpolation; (15.6.4.2): 423
numbers; (14.3.0): 325
- ray(s)**
BSP tree ray-primitive interaction; (36.2.1): 1030-1032
casting; (36.2.0): 1029-1034
pixels first; (15.2.3): 391
rasterization and, [chapter]; (15.0.0): 387-450
renderer; (15.4.0): 403-417
term description; (15.1.0): 387, (15.2.3): 391, (36.1.0): 1023, (36.1.4): 1028
eye
generating; (15.4.1): 404-407
testing the computation; (15.4.1.2): 406
intersection, in a grid; (37.7.2): 1095-1099
optics, building blocks of; (14.4.0): 330-337
packet
term description; (15.8.2): 445
tracing; (36.1.2): 1027, (36.2.2): 1033
- ray(s) (cont'd)**
parallel evaluation of tests; (36.2.2): 1032-1034
plane, intersections; (7.8.1): 168
sphere, intersections; (7.8.1): 170
tracing; (15.2.3): 391
implicit surfaces; (24.9.0): 631
triangle, intersection, in a basic 3D renderer; (15.4.3): 408-411
- reaction;** (20.8.3): 561
diffusion textures; (20.8.3): 561
- ready for rendering;** (16.4.1): 467
- real**
numbers; (14.3.0): 324-330
- real-time**
3D platforms, survey, [chapter]; (16.0.0): 451-480
- realistic**
lighting, producing more; (6.2.2): 124-127
rendering, building blocks for, brief overview; (1.13.0): 26-31
- realization;** (38.3.0): 1108
- receptors**
eye, visual system components; (5.3.2): 107-110
- reciprocity;** (27.3.1): 714
BRDF and; (26.10.2): 705
- reconstruction;** (18.6.0): 505
band limiting and; (18.19.0): 524-527
signal recovery; (18.6.0): 505
texture mapping issues; (22.7.0): 557-559
- records;** (4.4.0): 94
- rectangular**
area light; (14.11.4): 377
- recursion**
path tracing with Markov chains; (31.18.2): 861-864
- reducing**
scenes to minimum set of primitives, AMIP reduction tasks; (16.4.2.1b): 469
transmission/rendering cost, AMIP reduction tasks; (16.4.2.1c): 470-471
- redundant**
computation avoidance, AMIP reduction tasks; (16.4.2.3): 472
- reencoding;** (16.4.2.1c): 470
- reference renderer;** (15.1.0): 388
- reflectance;** (26.10.0): 702-704
equation; (26.10.0): 703
fixed-function modeling, fixed-function 3D graphics and, [chapter]; (6.0.0): 117-147
properties and types; (6.5.3): 133-138
WPF model; (6.5.0): 133-138
- reflection(s)**
ambient; (6.5.3.1): 136
diffuse; (6.5.3.2): 136
physical models for; (27.7.0): 726
mapping; (20.5.0): 556

Computer Graphics Index

reflection(s) (cont'd)

model; (27.5.3.1): 722
specular; (6.5.3.3): 137, (27.3.1): 713
physical models for; (27.7.0): 726

reflective scattering; (27.4.0): 715

reflectors

Lambertian; (27.5.2): 719-721

refractive

index; (26.4.3): 679
scattering; (27.4.0): 716

register barrel; (38.6.3): 1126

rejection sampling; (30.8.0): 823

relation; (25.6.1): 661

rendering

3D, physically-based, [chapter]; (15.0.0): 387-450

algorithms

Albrecht Durer, [chapter]; (3.0.0): 61-79
Albrecht Durer, implementation; (3.3.0): 65-72
binned, as alternative GPU architecture; (38.8.2): 1137
curved surfaces; (6.3.0): 128-130
debugging code; (32.8.0): 914-919
equation; (29.1.0): 783-791
approximate equation solutions; (31.8.0): 831-836
computational solutions, implementation, [chapter]; (32.0.0): 881-926
computational solutions, theory, [chapter]; (31.0.0): 825-880
relationship of light to; (14.11.3.3): 373-376
scattering and; (29.4.0): 789-793
series solution; (31.12.0): 844-846
term description; (26.10.0): 703
worked example; (29.6.0): 793-796

expressive

challenges of; (34.2.0): 949
[chapter]; (34.1.0): 945-962
fixed-function, lighting vs. shading in; (6.2.3): 127
motion considerations; (35.3.0): 975-987
nonphysical tools; (14.11.3.1): 371
pipeline evolution, from fixed-function to
programmable rendering; (16.1.1): 452-454
with a rasterization API; (15.7.0): 432-444
realistic, building blocks for, brief overview; (1.13.0): 26-31
reducing cost, AMIP reduction tasks; (16.4.2.1c): 470-471
scene graph, [application]; (10.11.0): 241-248
term description; (1.1.2): 6
visibility issues; (3.2.0): 65

reordering

triangle, for hardware efficiency; (25.6.2): 664

repair

mesh; (25.5.2): 654

representation(s)

animation; (35.4.0): 987-992
BSDF, choices for; (27.9.0): 734
color; (28.12.0): 769-779
comparing; (11.3.0): 279
curved surface, rendering and; (6.3.0): 128-130
evaluating; (14.2.0): 322
of images, [chapter]; (17.0.0): 481-494
implicit
functions; (24.4.0): 621-624
of shape, [chapter]; (24.0.0): 615-634
sampled, mathematical models and; (24.4.3): 623
of light; (32.4.1): 887
of luminaires; (32.4.1): 888
of point lights; (32.4.1): 888
renderers, issues; (32.2.0): 881-889
scene, in a basic 3D renderer; (15.3.3): 400-402
standard approximations and, [chapter]; (14.0.0): 321-386
surface, local BSDF representations and; (32.3.0): 882

resolution; (1.2.0): 8

dependence; (2.3.1): 38
eye; (1.5.2): 13
grid, selecting; (37.7.3): 1099-1101

resources; (1.4.0): 10-12

retained-mode (RM) platforms; (16.1.0): 452
immediate-mode platforms vs.; (2.3.2): 39

retina; (5.3.2): 107

retroreflective scattering; (27.4.0): 716

reusing

components; (6.6.4): 144-147

reversed hyperbolic encoding; (36.3.1.1): 1039
RGB color model; (17.1.0): 481, (28.13.1): 772-774

image; (17.2.0): 482
issues; (28.6.5): 761

ridges; (34.5.1): 956

apparent, in expressive rendering; (34.5.3): 958
in expressive rendering; (34.5.1): 956

right-handed coordinate system; (7.6.4): 158

rigid coordinate frame; (10.10.0): 240

rigid-motion approach vs.

linear transformation vs., in graphics transformation library; (12.9.0): 295-297

ringing; (18.21.0): 529

RM (retained-mode) middleware platform; (16.1.0): 452, (2.3.2): 39

scene-graph middleware; (16.4.3): 474-477

rods; (5.3.2): 107, (28.3.0): 749

rolling; (11.2.2): 267

root

frame; (35.2.3): 972
animation; (35.2.3): 972, (35.5.2): 993
motion; (35.2.2): 969

Computer Graphics Index

rotation(s)

3-sphere; (11.2.6): 273-278
3D; (11.2.0): 266-278
 in graphics transformation library; (12.6.0): 293
about z by the angle theta; (11.2.1): 266
axis-angle; (11.2.3): 269
by angle theta in the xy-plane of 3-space; (11.2.1): 266
as graphics operation; (10.1.0): 221
matrix, finding axis and angle from; (11.2.4): 270-272
mouse-based; (21.5.2): 586
 rotation specification vs.; (11.4.0): 279

rule of five; (26.7.4): 698

Runge-Kutta integration

fourth-order Runge-Kutta; (35.6.7.5): 1020
second-order Runge-Kutta; (35.6.7.3): 1019

Russian roulette; (31.19.0): 874

s-polarized; (26.5.0): 681

salient features

 in expressive rendering; (34.4.0): 951

sample/sampling; (18.8.0): 507, (1.13.3): 29, (24.4.0):

 621, (36.9.1): 1055, (36.9.1): 1056

 and hold; (18.6.0): 505, (35.2.1): 967

 approximation; (18.14.0): 519

 as as realistic rendering building block; (1.13.7): 31

 coverage, 2D graphics; (15.6.4.1): 422

 Fourier transform application; (18.18.2): 523

 framework, intersection and shade; (15.4.2): 407

 importance

 integration and; (30.5.0): 818-820

 multiple; (31.18.4): 868-870

 in intervals; (18.11.1): 514

 of f at t; (18.8.0): 507

 in scattering models; (27.5.5): 724

 shaders; (33.3.0): 930

 strategy; (31.16.0): 854

 summing a series by, in approximate equation

 solutions; (31.5.0): 828-830

 texture mapping issues; (22.7.0): 557-559

 theorem; (18.11.1): 515

saturated; (28.4.1.2): 755

scalability; (16.4.2): 469

scalar

 attributes; (25.4.1): 651

 multiplication; (7.6.4): 157

scale invariance; (32.6.1): 911

scaling

 as graphics operation; (10.1.0): 221

 image, finite-support approximations; (19.5.0): 540

 images, [chapter]; (19.0.0): 533-546

 property of the Fourier transform; (18.17.0): 521

scanline

 incremental, rasterization; (15.6.6.3): 431

 interpolation; (9.2.2): 208

 rendering; (9.2.2): 209

scattering; (27.1.0): 711

 in 3D renderer design; (15.2.1): 388-390

 approximating; (31.15.0): 848-851

 backscattering; (27.8.2): 730

 diffuse; (27.3.1): 713, (27.4.0): 716

 equation; (29.4.0): 790

 function; (14.9.0): 354

 BSDFs; (14.9.1): 354-358

 glossy; (15.4.7): 414, (27.4.0): 716

 impulse; (27.4.0): 715

 kinds of; (27.4.0): 714-717

 Lambertian; (15.4.6): 413, (27.4.0): 716

 materials and, [chapter]; (27.0.0): 711-744

 mirror; (27.4.0): 715, (27.5.1): 717

 models; (27.5.3.1): 722

 Blinn-Phong; (27.5.3): 721-723

 Cook-Torrance; (27.8.3): 731

 Oren-Nayar; (27.8.4): 732-734

 Phong; (27.5.3): 721-723

 physically-based; (27.8.0): 727-734

 Torrance-Sparrow; (27.8.2): 729-731

 types of; (27.3.2): 713

 wave theory; (27.8.5): 734

 object-level; (27.2.0): 711

 participating media issues; (27.13.1): 737

 physical constraints on; (27.3.3): 713

 probability density functions and; (30.3.6): 814

 reflective; (27.4.0): 715

 refractive; (27.4.0): 716

 rendering equation for; (29.4.0): 789-793

 retroreflective; (27.4.0): 716

 subsurface; (14.9.0): 353, (27.13.2): 738

 surface; (27.3.0): 712-714

 transmissive; (27.4.0): 715

 variations across surfaces; (27.11.0): 735

 worked example; (29.6.0): 793-796

scatters; (14.4.1.2): 333

scene; (1.8.1): 21, (2.2.0): 37

 complexity, AMIP reduction tasks; (16.4.2.1): 469-472

 generator module; (2.2.0): 37

 graphs; (14.8.0): 351-353, (2.3.2): 39, (6.1.1): 118,

 (14.8.0): 352

 coordinate changes in; (10.11.1): 248-250

 hierarchical modeling with; (6.6.0): 138-147

 middleware; (16.4.3): 474-477

 rendering from, [application]; (10.11.0): 241-248

 planning; (6.2.1): 120-124

 representation, in a basic 3D renderer; (15.3.3): 400-

 402

 test, for a basic 3D renderer; (15.3.4): 402

schemes

 interpolation; (24.4.1): 621

score boarding; (38.6.3): 1126

scotopic vision; (28.4.1.1): 753

Computer Graphics Index

- screen**
door effect; (35.3.7): 986
space; (10.11.0): 245
tearing; (35.3.1): 976
- second-order Runge-Kutta integration;** (35.6.7.3): 1019
- secondary motion;** (35.4.6): 992
- sector;** (36.8.0): 1050
based culling; (16.4.2.1b): 470
- segments;** (22.4.0): 599
lines, fitting between two curves; (22.3.0): 595-598
- selection**
criteria, for a basic 3D renderer platform; (15.3.1): 393-395
- selective refinement;** (16.4.2.1c): 471
- self-shadowing;** (36.1.1): 1027
- semantics;** (38.5.0): 1115
elements; (14.8.0): 352
- semi-implicit Euler integration;** (35.6.7.2): 1019
- sensation**
color, color perception vs.; (28.7.0): 761
- separable;** (19.6.0): 544
- sequencing design;** (21.2.0): 569
- series**
infinite; (31.5.1.2): 829
solution of rendering equation; (31.12.0): 844-846
approximations; (31.14.0): 847
summing, sampling, in approximate equation
solutions; (31.5.0): 828-830
- sets;** (7.3.0): 150
point; (14.5.5): 345
- shade(s);** (28.5.0): 756
intersection and, sampling framework for; (15.4.2): 407
- shader/shading**
toon; (33.7.0): 940-943
- shaders/shading;** (15.7.1.2): 433, (16.1.1.2): 453, (27.5.3.1): 722, (33.1.0): 928, (36.9.1): 1055, (38.5.0): 1115
in basic 3D renderer; (15.4.5): 412
[chapter]; (33.0.0): 927-944
creating; (15.7.2.3): 437-442
deferred; (15.8.3): 446, (38.8.1): 1135-1137
fragment; (16.3.1): 466
geometry; (33.3.0): 931
Gouraud; (27.5.3.1): 722
interpolated, Gouraud; (6.3.1): 128
Lambertian; (14.9.0): 353
lighting vs., in fixed-function rendering; (6.2.3): 127
normals; (14.5.1.4): 339, (15.3.3): 400
Phong; (33.5.0): 937-939
pixel; (15.7.1.2): 433, (33.3.0): 930
sample; (33.3.0): 930
shading language; (33.1.0): 927
tessellation; (25.4.2): 652, (33.3.0): 931
- shaders/shading (cont'd)**
two-tone; (34.5.4): 959
vertex; (16.3.1): 465, (33.3.0): 930, (33.3.0): 931
wrapper; (33.4.0): 933
- shadow(s);** (29.8.1): 797
acne; (15.4.8): 416, (36.1.1): 1027
in a basic 3D renderer; (15.4.8): 414-417
curvature; (34.1.0): 946
direct; (34.1.0): 946
in human visual system; (5.6.0): 112
map; (15.6.5): 428, (31.14.0): 848
rasterizing; (15.6.5): 428
- Shannon sampling theorem;** (18.11.1): 515
- shape(s)**
in 2D and 3D, describing, [chapter]; (8.0.0): 187-199
constancy; (5.4.0): 110
implicit, in animation; (24.10.0): 631
implicit representation of, [chapter]; (24.0.0): 615-634
- sharp edge;** (25.4.1): 651
- shearing transformation;** (10.2.0): 223
- shift-invariant;** (18.21.0): 530
- shrinking**
images; (19.3.0): 537
[chapter]; (19.0.0): 533-546
- shutter time;** (35.3.4): 980
- side of a surface;** (29.4.0): 790
- sidebar**
[green highlight box]; (1.1.0): 2, (1.1.3): 6
- signal(s);** (18.2.0): 500
processing, images and, [chapter]; (18.0.0): 495-532
- signed**
areas; (7.10.3): 177
for polygons, general; (7.10.5): 179
for polygons, plane; (7.10.3): 177
distance transform; (24.7.0): 629
normalized; (14.3.1): 325
fixed-point 8-bit representation; (20.2.2): 551
- silhouette;** (34.5.0): 952
- simple polygons;** (7.10.0): 175
- simplex/simplices;** (9.2.1.1): 208
- simplicial complices;** (8.4.0): 198
- simplification;** (8.1.0): 188, (16.4.2.1c): 471
of image compositing; (17.4.3): 487
- simulating complex geometry;** (16.4.2.1c): 471
- singular**
transformation; (10.2.0): 224
values; (10.3.7): 230
- singular value decomposition (SVD)**
See SVD (singular value decomposition);
- size constancy;** (5.4.0): 110
- skeletal**
animation; (35.5.4): 995
- skeletal animation model;** (35.5.4): 995
- sky sphere;** (14.6.3): 348

Computer Graphics Index

- skyboxes;** (14.6.3): 348
slerp; (11.2.6.1): 275
slicing; (33.4.0): 935
smooth
 effects, specifying surfaces for; (6.3.2): 130
smooth edges; (34.5.0): 953
smoother
 extensions; (9.4.0): 211
Snell's law; (26.4.3): 679
soft particles; (14.7.3): 351
software
 interface, to material models; (27.14.0): 740
software stack; (16.4.2): 468
solid angles; (14.11.1): 370, (26.6.3): 687
 in light modeling; (26.6.3): 686-690
 subtended by; (26.6.3): 687
sorting
 triangle clusters; (25.6.2.2): 666
soup; (14.5.1): 338
source; (10.9.0): 563
 polygon; (36.5.2): 1045
space(s)
 color
 CIE; (28.8.1): 762-766
 perceptual; (28.9.0): 767
 discrete probability; (30.3.1): 803
 filling curve; (38.7.3): 1135
 image, photon mapping; (31.19.1): 876
 nonconvex; (9.4.1): 211
 polygon, normal to; (7.10.4): 178
 time-state, in dynamics; (35.6.6.1): 1013
 triangles; (7.9.2): 173
spatial
 acceleration data structures; (37.1.0): 1065
 antialiasing; (36.9.1): 1055-1060
 coherence; (34.2.0): 950
 data structures; (14.8.0): 353
 [chapter]; (37.0.0): 1065-1102
 frequencies; (5.2.0): 103
 locality; (38.7.1): 1127
SPD (spectral power distribution); (28.2.0): 747
special orthogonal matrix; (10.3.7): 230
specification
 2D scene, with WPF; (2.4.0): 41-55
 camera, transformations and, [chapter]; (13.0.0): 299-320
 color, in WPF; (6.5.1): 133
 declarative, procedural specification vs.; (2.3.3): 40
 highest layer, tools; (2.3.3.3): 41
 lighting, mesh and, introduction; (6.2.0): 120-128
 lowest layer, object-oriented API; (2.3.3.1): 41
 middle layer, XAML; (2.3.3.2): 41
 procedural, declarative specification vs.; (2.3.3): 40
 rotation, rotations vs.; (11.4.0): 279
specification (cont'd)
 scene, abstract coordinate system use; (2.4.2): 42-44
 of surfaces, for faceted and smooth effects; (6.3.2): 130
 transformation, in graphics transformation library;
 (12.4.0): 290
 view, building transformations from; (13.4.0): 303-310
spectral
 distribution of light; (28.2.0): 747-748
 radiance; (26.7.0): 692
 measuring with function L; (26.7.0): 692
Spectralon; (27.5.2): 720
spectrum; (18.11.0): 513
 coordinate system choices; (2.4.3): 44
 visible; (14.4.1.1): 330-332
specular; (1.2.0): 8, (1.13.2): 27
 exponent; (6.5.3.3): 137
 power; (6.5.3.3): 137
 reflection; (6.5.3.3): 137, (14.9.0): 353, (27.3.1): 713
 physical models for; (27.7.0): 726
sphere(s)
 mapping; (14.5.1.4): 340
 probability density functions and; (30.3.6): 813
 ray, intersections; (7.8.1): 170
 to-cylinder projection theorem; (26.6.4): 688
 trees; (25.4.0): 649, (37.6.3): 1093
spherical
 harmonics; (18.21.0): 531, (31.10.0): 843
 linear interpolation; (11.2.6.1): 275
splatting; (14.5.5): 346
spline(s); (14.5.3): 343, (22.4.0): 599, (24.4.2): 623
 Catmull-Rom, gluing together curves and; (22.4.0): 598-602
 cubic B-splines; (22.5.0): 602
 patches; (14.5.3): 344
 subdivision surfaces and; (14.5.3): 343
 subdivision
 curves and, [chapter]; (22.0.0): 595-606
 surfaces and, [chapter]; (23.0.0): 607
 uniform; (22.4.1): 601
splitting plane; (36.2.1): 1030
spot color; (28.8.2): 766
spotlight; (14.11.8): 381, (6.5.2): 133
spring(s)
 constant; (35.6.4.3): 1005
 modeling; (35.6.4.3): 1004
square
 integrable; (18.7.0): 506
 summable; (18.7.0): 506
sRGB standard; (28.13.0): 774
SSAA (supersampled antialiasing)
 partial coverage use; (36.9.1): 1056
stabbing
 line; (36.8.1): 1051
 trees; (36.8.1): 1051

Computer Graphics Index

stability

of computations; (11.2.7): 278
in dynamics; (35.7.0): 1020-1022

stamping; (35.3.7): 985

standard(s)

approximations, representations and, [chapter];
(14.0.0): 321-386
basis vectors; (10.3.5): 227
color description systems; (28.8.0): 761-766
deviation; (30.3.3): 807
implicit form for a line; (7.6.8): 165
parallel view volume; (13.4.0): 307
perspective view volume; (13.4.0): 305
sRGB; (28.13.0): 774

star

of a vertex; (9.2.1.1): 208, (25.2.3): 641
of an edge; (25.2.3): 641

state; (35.4.0): 987

machine; (16.2.0): 454
time-state space, in dynamics; (35.6.6.1): 1013
variable; (16.2.0): 454
vectors; (35.6.6.2): 1015

static force; (35.6.4.5): 1007

static frame

OpenGL fixed-function compatibility profile; (16.2.7):
462

statistics

estimators, in approximate equation solutions; (31.4.0):
827

Stefan-Boltzmann law; (26.3.0): 672

stencil buffer; (14.3.3): 329

storage

of adjacency; (25.2.2): 638-641

strategy(s)

divide and conquer; (7.10.3): 177
for learning; (1.14.0): 31
modular modeling, motivation for; (6.6.1): 138

stratified sampling; (32.9.0): 920

stream

processing; (38.5.0): 1116
processor; (38.6.0): 1117

stretching

texturing vs.; (6.4.2): 132

strictly band-limited; (18.19.0): 524

strobing; (35.3.2): 977

strokes

in expressive rendering; (34.3.0): 950

structure(s)

2D graphics test-bed-based program; (4.2.3): 83-88
data
acceleration; (16.4.2.3): 472
for 1D meshes; (8.2.2): 191
spatial; (14.8.0): 353
spatial, [chapter]; (37.0.0): 1065-1102

structure(s) (cont'd)

graphics, defining, in graphics transformation library;
(12.8.0): 294

mesh

dependence on; (9.3.1): 211
memory requirements for; (8.3.3): 196
principle; (35.6.4.1): 1003
program, OpenGL fixed-function compatibility profile;
(16.2.1): 455
winged-edge; (8.3.2): 196
XAML application; (2.4.1): 41

styles; (4.2.3): 85

subcomponents; (6.6.1): 138

subdivision; (8.1.0): 188, (9.4.0): 211
curves; (22.6.0): 604

splines and, [chapter]; (22.0.0): 595-606
surfaces; (14.5.3): 344, (23.1.0): 607

Catmull-Clark; (22.3.0): 610-613

modeling with; (23.4.0): 613

spline patches and; (14.5.3): 343

splines and, [chapter]; (23.0.0): 607

subdivision surfaces

surfaces; (16.4.2.1c): 472

subsurface scattering; (14.9.0): 353, (27.13.2): 738

subtended; (26.6.3): 687

subtractive color; (28.6.4): 760

suggestive

contours; (34.5.2): 958
interface; (21.7.4): 589

sum-squared difference; (5.2.0): 104

summary measures; (26.2.0): 670

superposition; (14.10.0): 361

supersampled antialiasing (SSAA)

partial coverage use; (36.9.1): 1056

support of f; (19.2.0): 535

surface(s); (15.2.2): 390

with boundary

triangulated surfaces and; (25.2.1): 637; (25.2.1):
638

curved, representation and rendering; (6.3.0): 128-130
implicit; (14.5.2): 341-343, (24.3.0): 619

ray tracing of; (24.9.0): 631

normal; (1.13.2): 27

radiance; (29.2.1): 786, (31.8.0): 834

function; (29.2.1): 787

representations, local BSDF representations and;
(32.3.0): 882

scattering

and; (27.3.0): 712-714

variations across; (27.11.0): 735

specifying, for faceted and smooth effects; (6.3.2): 130

Computer Graphics Index

surface(s) (cont'd)

subdivision; (23.1.0): 607
Catmull-Clark; (22.3.0): 610-613
modeling with; (23.4.0): 613
spline patches and; (14.5.3): 343
splines and, [chapter]; (23.0.0): 607
texture, in WPF; (6.4.0): 130-132
triangulated, surfaces with boundary and; (25.2.1): 637

surjective; (7.4.0): 151

Sutherland-Hodgman 2D clipping algorithm; (36.5.2.1): 1045

SVD (singular value decomposition); (10.3.7): 230

computing; (10.3.8): 231
matrix properties and; (10.3.7): 230
pseudo-inverses and; (10.3.9): 231-233

synthesis

frequency-based; (18.9.1): 509-511
texture; (22.8.0): 559-262
data-driven; (20.9.0): 562-564

systems

abstract coordinate, specifying scene via; (2.4.2): 42-44
basic; (1.8.0): 20-23
coordinate
in C# code for 2D graphics test-bed-based program; (4.3.1): 90
spectrum of choices; (2.4.3): 44
transformations and; (10.3.6): 229
WPF canvas; (2.4.4): 45
human visual, characteristics; (5.2.0): 103-105
particle; (14.7.3): 350

T-junction; (25.2.4): 642

tabulated; (9.1.0): 201

tangent

field, following in dynamics; (35.6.6.2): 1015
functions, inverse; (7.4.1): 152
space bases; (14.5.1.4): 339
space basis; (14.5.1.4): 340
vectors, building from a parameterization; (22.3.0): 552

target; (10.9.0): 563

task parallelism; (38.4.0): 1113

techniques

interaction, [chapter]; (21.0.0): 567-594

Teddy interaction system; (21.7.5): 590

telecine; (35.3.3.1): 979

Telecine; (35.3.3.1): 978

television

color model, YIQ; (28.15.0): 775

template; (10.9.0): 563

templated classes; (37.2.0): 1068

templates

modular, using; (2.4.6): 49-55

temporal

aliasing, motion blur and; (35.3.4): 980-983
coherence; (34.2.0): 950, (35.3.5): 983, (35.3.5): 983-987
locality; (38.7.1): 1127

terminal velocity; (35.6.4.6): 1008

terminology

mesh; (9.2.1.1): 208

tessellation shaders; (25.4.2): 652, (33.3.0): 931

test bed

2D graphics
animation in C# code; (4.4.0): 94
application of; (4.6.0): 95-98
C# code for; (4.3.0): 88-94
[chapter]; (4.0.0): 81-99
cutting corners in; (4.2.2): 83
data dependencies; (4.3.2): 91
details; (4.2.0): 82-88
interaction in C# code; (4.5.0): 95
program structure; (4.2.3): 83-88

tests/testing

early depth test example, in a basic 3D renderer; (15.8.3): 445
polygons, inside/outside; (7.10.1): 175
scenes, for a basic 3D renderer; (15.3.4): 402

texels; (27.15.0): 742, (38.3.1): 1109

texture/texturing

aliasing; (9.6.3): 216
assignment of texture coordinates; (9.6.1): 215, (22.5.0): 555
coordinates; (14.5.1.4): 339, (20.1.0): 548; assigning ; (22.5.0): 555

texture/texturing

coordinates, assignment of; (9.6.1): 215
implicit models; (24.8.0): 629
mapping; (1.6.1): 15, (6.4.0): 131, (20.1.0): 547
[application]; (9.6.0): 214-216
codomains for; (22.4.0): 553
in modern graphics hardware; (38.6.1): 1118-1121
problems; (9.6.3): 216
modeling; (24.8.1): 630
parameterization; (20.5.0): 555
reaction-diffusion; (20.8.3): 561
space diffusion; (14.5.1.5): 341
stretching vs.; (6.4.2): 132
surface, in WPF; (6.4.0): 130-132
synthesis; (22.8.0): 559-262, (20.8.0): 559
data-driven; (20.9.0): 562-564

texturing mapping and, [chapter]; (20.0.0): 547-566
tiling vs.; (6.4.1): 132

Computer Graphics Index

themes

See 2D graphics; 3D graphics; geometry; interaction; lighting; linear algebra; modeling; pipeline; rendering; representation;

theorems

projective transformation; (11.1.1): 265

theory

rendering equation, computational solutions, [chapter]; (31.0.0): 825-880

thread store; (38.6.3): 1125

TIFF (tagged image file format); (17.2.0): 482

tile fragments

tile; (38.8.2): 1137

tiled mapping; (38.7.1): 1128

tiling

rasterization; (15.6.6.2): 430
rasterizer; (15.6.6.2): 430

texturing vs.; (6.4.1): 132

tilting

principle; (7.10.6): 180

time

domain; (18.11.0): 513
state space; (35.6.6.1): 1013

tints; (28.5.0): 756

tone(s); (28.5.0): 756

mapping; (32.9.0): 919

tool(s)

highest layer specification; (2.3.3.3): 41
nonphysical, luminaire models; (14.11.3.1): 371
trays; (21.2.0): 569

toon

shading; (33.7.0): 940-943

topology; (8.2.0): 189, (25.2.0): 637

embedding and; (25.2.4): 642
mathematics requirements; (1.13.6): 31
mesh; (25.2.0): 637-643

Torrance-Sparrow model; (27.8.2): 729-731

total internal reflection; (26.5.0): 682

tracing paths; (31.17.0): 855-872

basic implementation; (32.5.0): 889-904
bidirectional; (31.18.5): 870
building a tracer; (31.18.3): 864-868
Markov chains and; (31.18.1): 856-872

trackball

interface; (21.4.1): 580-584
virtual, arcball and; (11.6.0): 281-283

traits

spatial data structure programming issues; (37.2.2.2): 1074-1077

transfer

deformation; (25.6.1): 660-664

transformation(s)

2D, building; (10.9.0): 238

3D

building; (10.8.0): 237
[chapter]; (11.0.0): 263-286

associated to the matrix M; (10.3.1): 224

building, from view specifications; (13.4.0): 303-310

camera

modeling hierarchy and; (13.7.0): 313-315
rasterizing renderer pipeline and; (13.5.0): 310-312

specifications and, [chapter]; (13.0.0): 299-320

characteristics; (10.3.0): 224-233

coordinate systems and; (10.3.6): 229

covectors; (10.12.0): 250-254

display, using; (2.4.5): 46-49

efficiency, in graphics transformation library; (12.3.1): 289

general; (10.13.0): 254-258

in graphics transformation library; (12.3.0): 288-290

implementation, in graphics transformation library; (12.5.0): 290-293

interpolations vs.; (10.14.0): 259

library, 2D and 3D, [chapter]; (12.0.0): 287-298

linear

2D, [chapter]; (10.0.0): 221-262

examples; (10.2.0): 222-224

matrix

finding; (10.3.5): 226-228

interpolating; (11.5.0): 280

modeling; (24.8.1): 630

pipeline; (16.2.4): 460

projective, in graphics transformation library; (12.5.1): 291-293

projective transformation theorems; (11.1.1): 265

rigid-motion approach vs., in graphics transformation library; (12.9.0): 295-297

specification, in graphics transformation library; (12.4.0): 290

uniqueness principle; (10.10.0): 240

vectors; (10.12.0): 250-254

windowing; (10.7.0): 236

translations; (10.1.0): 222

generating; (10.4.0): 233

as graphics operation; (10.1.0): 221

mouse-based; (21.5.1): 585

translucency; (14.10.0): 361

blending and; (14.10.0): 361-369

transmission; (14.10.3): 367, (14.9.0): 353

reducing cost, AMIP reduction tasks; (16.4.2.1c): 470-471

transmissive scattering; (27.4.0): 715

Computer Graphics Index

transport

equation; (29.2.1): 786
light; (14.4.3): 335
[chapter]; (29.0.0): 783-800
paths, classification; (29.8.0): 796-799
paths, separation of; (31.11.0): 844

transposition; (7.6.1): 156

tree(s)

1D, in spatial data structure programming; (37.3.0): 1077
binary, in spatial data structure programming; (37.3.0): 1077
in spatial data structure programming; (37.6.0): 1083-1093

triangle(s); (7.9.0): 171-175

clustering; (25.6.2.1): 665
conversion to; (24.4.1.1): 621
fan; (14.5.1): 338
half-planes; (7.9.3): 174
indexed, meshes; (14.5.1.1): 338
list; (14.5.1): 338
mesh; (8.1.0): 187
placing the first; (6.2.1.2): 122-124
in rasterization; (15.2.4): 391
ray, intersection, in a basic 3D renderer; (15.4.3): 408-411
reordering, for hardware efficiency; (25.6.2): 664
sorting clusters of; (25.6.2.1): 665
in space; (7.9.2): 173
strip; (14.5.1): 338

triangulated

surfaces, surfaces with boundary and; (25.2.1): 637

trigonometry

as mathematics requirement; (1.13.6): 31

triple buffering; (35.3.1): 976

true parallelism; (38.4.0): 1112

two-and-a-half dimensional; (2.4.2): 43

two-tone shading; (34.5.4): 959

two's complement; (14.3.1): 325

ubershader; (15.7.2.3): 441

umbilic; (34.5.0): 956

umbral; (18.5.0): 505, (29.8.1): 798

unbiased; (30.4.0): 818

unbounded worst-case runtime; (31.17.0): 855

uncanny valley; (1.7.0): 19

understanding

deep, common practice vs.; (1.4.1): 12
human, model parameter issues; (27.12.0): 736

undragging; (21.4.1): 581

unhinging transformation; (13.4.0): 307

unified

point-light model; (14.11.9): 382-384

uniform

color space; (28.9.0): 767
density; (30.3.4): 809
random variable; (30.3.3): 807
scaling transformation; (10.2.0): 223
spline; (22.4.1): 601

unit(s)

candelas; (28.4.0): 751
of light; (14.4.1.3): 333
physical, compositing and; (17.4.5): 489
vector; (7.6.3): 157

unoccluded two-point transport intensity; (31.13.0): 846

unpolarized; (26.5.1): 683

unsigned normalized; (14.3.1): 325

up direction; (13.3.0): 302

user interface(s)

computer graphics and; (21.2.0): 567-574
considerations; (1.1.3): 6
controls; (2.3.2): 39
generator module; (2.2.0): 37
hardware
arcball; (21.4.2): 584
mouse-based; (21.4.0): 580-584
trackball; (21.4.1): 580-584

utility

classes, for a basic 3D renderer; (15/3/2): 395-400

utilization; (38.7.3): 1133

uv-coordinates; (9.6.1): 216

uvw basis; (13.4.0): 306

valence; (25.2.0): 637

valleys

in expressive rendering; (34.5.1): 956

value(s); (16.4.2.3): 473, (37.2.0): 1068

expected

in finite probability spaces; (30.3.2): 804

properties of; (30.3.3): 806

of measurement; (14.2.1): 323

in spatial data structure programming; (37.3.0): 1077

vanishing point; (3.6.0): 77

variable(s)

changing, in light modeling; (26.6.5): 690-692

random, randomized algorithms and; (30.3.0): 802-815

variance; (30.3.3): 807, (30.4.0): 818

vector(s); (7.6.1): 155, (10.12.0): 250

coordinate; (7.6.1): 155

data types; (38.5.0): 1115

in graphics transformation library; (12.2.0): 288-290

half-vector; (27.5.3): 721

how to think about; (7.6.2): 156

indexing; (7.6.1.1): 156

instructions; (38.4.0): 1112

length; (7.6.3): 157

as mathematics requirement; (1.13.6): 31

Computer Graphics Index

vector(s) (cont'd)

matrices and, vs. 3 x 3 matrix; (10.6.0): 236
operations; (7.6.4): 157-161, (7.6.4.4): 159-161
points and; (10.5.0): 234
tangent, building from a parameterization; (22.3.0): 552
transformations; (10.12.0): 250-254

vectorization; (36.2.2): 1033

velocity; (35.6.1): 997

vertex/vertices; (3.3.0): 65, (8.2.0): 189

animation; (35.5.1): 992
functions, multiply defined; (9.5.0): 213
normal; (6.3.1): 129
properties, per-vertex; (14.5.1.4): 339
shaders; (16.3.1): 465, (33.3.0): 930, (33.3.0): 931
stage in the graphics pipeline; (15.7.1.2): 433

vertical synchronization; (35.3.1): 976

video

color standards; (28.16.0): 775

view(s)

center; (21.5.2): 586
frustum culling; (16.4.2.1b): 470
region; (3.1.0): 63
specifications
building transformations from; (13.4.0): 303-310
transformations and, [chapter]; (13.0.0): 299-320
volume; (6.1.3): 120, (13.3.0): 302

ViewCube; (21.7.2): 588

viewing stage; (16.2.4): 460

viewport; (13.3.0): 302, (16.2.1): 455

preparing, for content; (6.2.1.1): 120-122

vignetting; (14.4.5): 336

virtual

parallelism; (38.4.0): 1112
sphere model; (21.4.1): 580
trackball, arcball and; (11.6.0): 281-283
transitions; (26.3.0): 671

visibility

algorithms, list-priority; (36.4.0): 1040-1043
determination, [chapter]; (36.0.0): 1023-1064
function; (29.2.0): 786, (29.10.0): 799, (36.1.1): 1025-1027

primary; (36.1.2): 1027

problem; (15.6.4.1): 422

in rendering; (3.2.0): 65

sector-based conservative; (36.8.0): 1050

testing; (15.6.4.1): 422

visible

contour; (34.5.0): 953
points, in a basic 3D renderer design; (15.2.2): 390
surface determination; (36.1.0): 1023

vision

photopic; (28.4.1.1): 753

scotopic; (28.4.1.1): 753

visual

cortex; (5.2.0): 103
debugging principle; (5.1.0): 102
perception
constancy in; (5.4.0): 110
continuation in; (5.5.0): 111
introduction to, [chapter]; (5.0.0): 101-115
shadows in; (5.6.0): 112
system

characteristics; (5.2.0): 103-105
impact principle; (1.4.0): 11

vocabulary [bolded terms]

1-ring; (9.2.1.1): 208, (25.2.3): 641
2-ring; (9.2.1.1): 208, (25.2.3): 641
3:2 pulldown; (35.3.3.1): 979
A-buffer; (36.9.1): 1057
AABB trees; (37.6.3): 1093
absorption; (27.13.1): 737
abstract
coordinates; (2.3.1): 39
coordinates, system; (2.4.2): 42
geometric; (16.4.1): 467
abstraction; (1.3.0): 10, (34.1.0): 947
distance; (38.8.2): 1138
acceleration; (35.6.1): 997
data structures; (16.4.2.3): 472
accretion; (21.2.0): 569
accumulation buffer; (36.9.1): 1056
active edge table; (36.4.0): 1041
additive color; (28.6.4): 760
addressing memory; (38.6.2): 1122
adjacent; (25.2.0): 637
adjoint transformation; (10.12.0): 253
affine
combination; (7.6.0): 154
combination, of points; (7.6.4.4): 160
transformation; (7.10.7): 182, (10.4.0): 234
affordances; (21.2.1): 572
albedo; (20.1.0): 547
aliasing; (14.4.1.1): 331, (36.9.1): 1055
alpha value; (17.1.0): 481
alpha-to-coverage; (14.10.2): 366
AM (application model); (2.2.0): 36
ambient; (1.2.0): 8
light; (6.2.0): 122
occlusion; (27.15.0): 742
AMIP (application-model-to-IM-platform) pipeline; (16.4.2): 468
analytic, coverage; (36.9.1): 1059
angle subtended by; (26.6.3): 687
animation; (35.1.0): 963
elements; (2.5.1): 55
animator; (35.4.3): 989
anisotropic materials; (32.3.0): 883

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

antialiasing; (36.9.1): 1055
API (application programming interface); (1.12.0): 25
application model (AM); (16.4.1): 466
applying a filter; (18.2.0): 500
architecture; (38.3.0): 1108
arctan; (7.4.1): 152
articulated
 body; (35.5.3): 995
 rigid body; (35.5.3): 994
aspect ratio; (8.3.6): 197
atmospheric perspective; (33.8.0): 942
attenuated; (6.5.2): 133
B-spline basis matrix; (22.5.0): 603
back buffer; (35.2.2): 971, (35.3.1): 975
backface; (14.5.0): 337
 culling; (14.5.0): 337, (36.1.0): 1023, (36.1.4): 1028
 polygon; (36.6.0): 1048
backscattering; (27.8.2): 730
baking a model; (10.11.0): 247
band; (26.3.0): 672
band-limited
 at frequency; (18.12.0): 516
 at k; (18.11.1): 514
bandwidth; (38.6.2): 1122
barycentric
 coordinates; (7.9.1): 172
 coordinates of x; (9.7.0): 219
basis
 function; (9.2.1): 208
 matrix; (22.1.0): 597
beautification; (8.3.4): 197
Beckmann distribution function; (27.8.3): 732
Beta phenomenon; (35.3.2): 977
Bezier
 curve; (22.3.1): 598
 patch; (23.1.0): 607
bicubic tensor product patch; (23.2.0): 609
bidirectional, path tracing; (31.16.0): 853, (31.18.5): 870
bilinear interpolation; (24.4.1.2): 622
billboard; (14.6.2): 347, (25.4.0): 648
 clouds; (14.6.2): 348
binary space partition (BSP) tree; (36.2.1): 1030, (37.6.1): 1084
binary tree; (37.3.0): 1077
birefringence; (26.5.0): 682
black body; (26.3.0): 672
blending; (14.10.0): 362
blob tree; (24.5.0): 624
blobby modeling; (14.5.2.1): 343
blocks of memory; (38.6.2): 1123
bloom; (14.4.5): 336
blue noise distribution; (32.9.0): 921
blue screening; (17.4.0): 485

vocabulary [bolded terms] (cont'd)

body-centered operation; (11.2.5): 272
boilerplate; (4.2.2): 83
Boltzmann's constant; (26.3.0): 674
bones; (35.5.4): 995
boundaries; (29.8.1): 798
boundary; (8.2.1): 190, (25.2.1): 638
 component; (25.2.3): 641
edge; (8.3.1.2): 194, (25.2.0): 637
polygon; (36.5.2): 1045
vertex; (8.3.1.2): 194, (25.2.1): 638
boundarylike vertices; (8.3.1.2): 194
bounded color models; (28.12.0): 771
bounding
 boxes; (8.3.6): 197
geometry; (37.2.0): 1068
volume hierarchy (BVH); (36.7.0): 1049, (37.6.3): 1092
volumes; (37.2.0): 1068
BRDF (bidirectional reflectance distribution function); (14.9.0): 354, (26.10.0): 703
 cosine weighted; (30.5.0): 820
Bresenham line algorithm; (15.6.6.3): 431
Brewster's angle; (26.5.0): 682
brightness; (5.3.2): 108, (28.4.0): 750, (28.5.0): 756
brush; (2.3.1): 38
BSDF (bidirectional scattering distribution function); (14.9.0): 354, (26.10.1): 704
 analytic; (14.9.1): 358
 measured; (14.9.1): 358
BSSDF (bidirectional surface scattering distribution function); (14.9.0): 354
BSSRDF (bidirectional surface scattering reflectance distribution function); (26.10.1): 704
BTDF (bidirectional transmittance distribution function); (14.9.0): 354, (26.10.1): 704
buckets; (37.7.1): 1093
buffer swap; (15.7.2.4): 443
building; (25.6.1): 661
bump
 mapping; (20.2.2): 550
 maps; (14.5.4): 344
bumping; (32.3.0): 886
cache; (38.7.2): 1129
 hits; (38.7.2): 1130
 misses; (38.7.2): 1130
caching; (35.3.5): 983, (38.2.0): 1106
 memory; (38.6.3): 1124
callback procedure; (1.10.0): 23
camera
 coordinates; (1.8.1): 22
 -space coordinates; (1.8.1): 22
 visibility; (36.1.2): 1027
candelas units; (28.4.0): 751

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

capsule; (37.1.1): 1066
Cartesian product; (7.3.0): 150
caustics; (29.8.1): 798
chaining; (38.4.0): 1113
channels; (17.3.0): 483
chip; (38.2.0): 1106
chromatic aberration; (14.4.5): 336, (26.4.3): 680
chunking rasterizer; (15.6.6.2): 430
CIE chromaticity diagram; (28.8.1): 765
circularly polarized; (26.4.2): 677
client area; (2.2.0): 37
clipping; (3.1.0): 63
clipping planes; (6.2.0): 122
closed
 interval; (7.3.0): 150
 mesh; (8.2.1): 190, (8.3.1.3): 195, (25.2.4): 642
 surface; (25.2.1): 638
clusters; (36.4.3): 1043
code generation; (15.7.2.3): 441
coded apertures; (17.7.0): 493
codomain; (7.4.0): 151
coefficient
 of extinction; (26.5.0): 682
 of restitution; (35.6.5.4): 1012
coherence; (34.2.0): 950, (38.3.1): 1110
coherent memory; (38.7.2): 1131
colatitude; (26.6.4): 688
collision proxy geometry; (14.5.0): 337
color
 buffer; (14.3.3): 328
 channel; (17.3.0): 483
 constancy; (5.4.0): 110, (28.3.0): 748
colorimetry; (28.2.0): 747
comb; (18.15.2): 520
complementary hyperbolic encoding; (36.3.1.1): 1039
complex conjugate; (18.11.0): 512
compose; (10.6.0): 235
composite transformation matrix; (10.11.0): 246,
 (16.2.9): 463
compositing; (17.4.0): 485
compression; (22.7.0): 605
compressive sensing; (18.21.0): 530
computational photography; (17.7.0): 493
conceptual design; (21.2.0): 569
cones; (5.3.2): 107, (28.3.0): 749
conservative
 rasterization; (37.7.1): 1096
 visibility algorithm; (36.1.0): 1023
 voxelization; (37.7.1): 1096
consistent; (30.4.0): 818
constant shading; (6.2.3): 127
constrained access; (38.7.2): 1132

vocabulary [bolded terms] (cont'd)

continuous
 level of detail; (16.4.2.1c): 471
 probability; (30.3.4): 808
continuum; (30.3.4): 808
 probability; (30.3.4): 808
contour; (20.2.3): 551, (25.3.0): 644, (34.5.0): 952
 curve; (36.6.0): 1048
 generator; (34.5.0): 953
 lines; (24.2.0): 616
 points; (34.5.0): 952
contribution culling; (16.4.2.1b): 470
control
 data; (22.4.0): 599
 points; (22.4.0): 599
convex
 cone; (28.2.0): 747
 hull property; (22.5.0): 603
 polygons; (7.10.0): 175
convolution; (18.2.0): 500
 -multiplication theorem; (18.17.0): 521
cookie slide; (14.11.8): 382
coordinate; (7.5.0): 153
 frame; (10.10.0): 240
 vector; (7.6.1): 155
Cornell box; (14.2.0): 322
corner-cutting; (4.1.0): 81
correspondence; (25.6.1): 661, (38.6.1): 1118
covector transformation; (10.12.0): 253
covectors; (7.6.6): 163
coverage; (36.1.3): 1027, (36.9.0): 1054
 testing; (15.6.4.1): 422
crease edges; (34.5.0): 953
critical angle; (26.5.0): 682
CSAA (coverage sampling antialiasing); (36.9.1): 1058
CSG (constructive solid geometry); (15.10.0): 450
CTM (composite transformation matrix); (13.7.0): 314
cube
 map; (20.4.0): 554
 mapping; (14.5.1.4): 340
cubic B-spline filter; (19.5.0): 540
cumulative distribution function (cdf); (26.6.1): 685
curvature; (34.5.0): 955
 shadows; (34.1.0): 946
cybersickness; (21.2.1): 571
cylinder kernel; (32.6.1): 910
DAG (directed acyclic graph); (6.6.4): 144
dangling edge; (25.2.0): 637
darken operation; (17.4.4): 488
data parallelism; (38.4.0): 1113
DDA (Digital Difference Analyzer); (15.6.6.3): 431

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

deferred
 lighting; (15.7.2.3): 441
 -rendering; (15.7.2.3): 440
 shading; (15.8.3): 446
deformation; (25.6.1): 660
 transfer; (25.6.0): 660
degenerate transformation; (10.2.0): 224
degree
 of a edge; (25.2.0): 637
 of a vertex; (25.2.0): 637
degrees of freedom; (35.4.2): 989
density; (26.6.2): 686, (30.3.4): 808, (30.3.5): 810
 estimation; (32.6.1): 912
depth
 buffer; (14.3.3): 329, (15.2.4): 392, (36.1.0): 1023,
 (36.1.4): 1028, (36.3.0): 1034
 complexity; (15.8.3): 446, (36.1.3): 1028
 compositing; (3.7.0): 78
 map; (36.3.0): 1034
 of field; (5.3.1): 107, (13.3.0): 301
 prepass; (36.3.0): 1036
 -sort algorithm; (36.4.2): 1042
 value; (17.1.0): 481
detail
 culling; (16.4.2.1b): 470
 objects; (36.8.0): 1051
device
 code; (15.7.1): 432
 coordinates; (2.3.2): 39
diagonal matrix; (10.3.7): 230
differential
 coordinates; (25.5.3): 657
 equation; (35.6.2): 998
diffraction; (26.4.1): 677
diffuse; (1.2.0): 8
 scattering; (27.3.1): 713, (27.4.0): 716
diffusion; (20.8.3): 561
 curves; (34.7.0): 961
direct
 light; (31.18.3): 865
 lighting; (31.8.0): 834
 shadows; (34.1.0): 946
Direct3D; (16.1.0): 452
directed
 -edge structure; (8.3.2): 195
 edges; (25.1.0): 636
directional
 curvature in direction u; (34.5.0): 956
 hemispherical reflectance; (26.12.0): 708
 light; (6.2.2.): 125, (14.11.7): 380
directionally diffuse; (5.1.0): 102

vocabulary [bolded terms] (cont'd)

dirty
 bit flags; (35.3.5): 983
 rectangles; (35.3.5): 983
discrete
 attributes; (25.4.1): 651
 differential geometry; (25.3.0): 644, (25.7.0): 667
 level of detail; (16.4.2.1c): 471
 probability space; (30.3.1): 803
displacement; (7.6.2): 157
 maps; (14.5.4): 344
display
 list; (16.4.2.3): 473
 pixels; (1.1.2): 5
 transformation; (2.4.5): 47
distribution; (30.3.2): 806, (30.3.5): 810
 ray tracing; (13.9.0): 317, (31.9.0): 838
diverge; (38.7.3): 1132
dollying; (21.5.0): 585
domain; (7.4.0): 151
 restriction; (31.4.0): 827
dominant wavelength; (28.2.0): 747
dot product; (7.6.4.2): 158
double-buffered; (35.2.2): 971, (35.3.1): 975
drag; (35.6.4.5): 1007, (35.6.4.6): 1008
drawn width; (38.2.0): 1106
dry friction; (35.6.4.5): 1007
dual; (4.8.0): 98
 contouring; (25.5.1): 653
 paraboloid; (20.4.0): 554
 space; (7.6.6): 163
 vectors; (7.6.6): 163
dynamic range; (1.2.0): 8
dynamics; (35.4.4): 989
early z-cull; (38.8.1): 1136
early-depth pass; (15.8.3): 446
edge; (8.2.0): 189
 aligns; (15.6.4.3): 427
 collapse; (8.3.4): 197
 -swap; (8.3.4): 197
 vectors; (7.10.1): 175
elements; (2.4.1): 41
elliptically polarized; (26.4.2): 679
embedding; (25.2.4): 642
 topology; (25.2.0): 637
emission; (27.13.1): 737
emissive lighting; (6.5.3.4): 138
energy; (14.4.1.3): 333
 conservation; (27.3.1): 714
environment
 map; (20.2.1): 549
 mapping; (14.5.1.4): 340
estimator; (30.4.0): 818

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

Euler
 angles; (11.2.1): 267
 characteristic; (25.2.3): 641
 integration; (11.2.7): 278
evaluation; (38.6.1): 1118
even function; (18.9.0): 508
event; (30.3.1): 803, (30.3.4): 809
 -handling; (4.2.3): 85
everywhere one; (9.1.0): 202
evicted; (38.7.2): 1129
excitation purity; (28.2.0): 747, (28.8.2): 766
expectation; (30.3.2): 804
expected
 value; (30.3.2): 804
 value of a random variable; (30.3.4): 810
explicit equation; (14.5.2): 341
Explicit Trapezoidal method; (35.6.7.4): 1020
exposure time; (35.3.4): 980
expressive rendering; (34.1.0): 945
extended marching cubes; (25.5.1): 653
exterior; (25.2.4): 642
eye
 path; (29.8.0): 796
 ray visibility; (36.1.2): 1027
face; (3.5.0): 75
field; (35.3.3): 978
 radiance; (29.2.1): 786, (31.8.0): 834
fill rate; (1.5.4): 14, (25.1.0): 636
filtering; (18.2.0): 500
 f with the filter g ; (18.3.0): 502
final gather; (32.6.2): 913
finite
 element method; (31.10.0): 839
 support; (19.2.0): 535
Fitts' Law; (21.2.1): 572
fixed point; (14.3.0): 325
fixed-function (FF); (16.1.1): 452
fixed-function 3D graphics pipeline; (6.1.2): 119
fixed-function unit; (14.11.9): 382, (15.7.1.1): 433
flat shading; (1.7.0): 20, (6.2.3): 127
floating point; (14.3.0): 325
fluorescence; (26.3.0): 671
flux responsivity; (29.4.0): 792
focal
 distance; (13.3.0): 301
 points; (29.8.1): 798, (34.3.0): 951
focus dot; (21.5.2): 586
fold set; (34.5.0): 953
foreground image; (17.4.0): 485
form factor; (31.10.0): 840
Forward Euler integration; (35.6.7): 1018
forward-rendering; (15.7.2.3): 440
Fourier transform; (18.11.0): 513

vocabulary [bolded terms] (cont'd)

fovea; (5.3.2): 107
fractional linear transformation; (10.13.0): 256
fragment; (1.6.2): 18, (36.9.1): 1055, (36.9.1): 1056, (38.3.1): 1109
shader; (16.3.1): 466, (33.3.0): 930
stage; (15.7.1.2): 433
terminology issues, [footnote discussion]; (38.4.0): 1114
frame; (20.3.0): 552, (35.1.0): 963
coherence; (35.3.5): 983
framebuffer; (14.3.3): 329
frequency; (18.9.0): 510
 domain; (18.11.0): 513
Fresnel equations; (26.5.0): 681
Frobenius norm; (25.6.1): 663
front buffer; (35.2.2): 971, (35.3.1): 975
frontface; (14.5.0): 337
frontface polygon; (36.6.0): 1048
frustum
 clipping; (36.1.4): 1028
 culling; (36.1.0): 1023, (36.1.4): 1028, (36.4.3): 1044
function varies linearly in screen space; (15.6.4.2): 423
functional design; (21.2.0): 569
game
 application platforms; (16.4.4): 478
 engines; (16.4.4): 478
gamma; (28.12.0): 771
 correction; (28.12.0): 771
 encoding; (15.3.2): 398
gamuts; (28.8.2): 766
general position; (12.5.1): 291
generalized cone; (28.5.0): 757
generics; (37.2.0): 1068
gentle slope interface; (21.2.0): 569
genus of the surface; (8.3.3): 196
geometric
 algebra; (11.7.0): 284
 light; (6.2.2.): 124
 light source; (6.5.2): 133
 model; (1.1.0): 2
 modeling; (22.1.0): 595
 optics; (27.7.0): 726
geometry
 instancing; (14.7.2): 349
 matrix; (22.1.0): 597
 processing; (16.2.4): 459
 shaders; (33.3.0): 931
geomorph; (25.4.1): 649
geomorphing; (16.4.2.1c): 471
GIF (graphics interchange format); (17.3.1): 484
global illumination; (14.5.1.5): 340

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

glossy
 highlights; (14.9.0): 353
 reflections; (14.9.0): 353
 scattering; (27.4.0): 716
GLU (OpenGL Utility) library; (16.2.1): 456
GLUT (OpenGL Utility Toolkit); (16.2.1): 456
gobo; (14.11.8): 382
goniorelectrometer; (26.10.0): 702
Gouraud shading; (27.5.3.1): 722
GPGPU (general-purpose computing on GPUs);
 (38.9.0): 1142
GPU (graphics processing units); (38.1.0): 1103
 tessellation; (16.4.2.1c): 472
gradient-domain painting; (34.7.0): 961
graftals; (35.3.7): 986
graphics
 application platforms; (16.4.4): 477
 pipeline; (1.6.0): 14, (15.7.1): 432
grayscale; (17.2.0): 482
great circle; (11.2.6): 273
grid; (37.7.1): 1093
 cells; (37.7.1): 1093
Haar
 wavelet transform; (18.21.0): 531
 wavelets; (18.21.0): 531
half-edges; (14.5.1.3): 338
half-open intervals; (7.3.0): 150
half-plane bounded by l; (7.9.3): 174
half-vector; (27.5.3): 721
hash grid; (32.6.0): 904, (37.7.1): 1095
HCI (human-computer interaction); (21.2.0): 568
heat; (26.3.0): 672
 equation; (18.21.0): 530
heightfield; (14.5.4): 344
Helmholtz reciprocity; (26.10.0): 703
hemicube; (31.10.0): 842
Hermite
 basis function; (22.1.0): 596
 curve; (22.1.0): 596
 functions; (22.1.0): 596
Heun integration; (35.6.3): 1000
Heun-Euler integration; (35.6.3): 1000
hidden surface removal; (36.1.0): 1023
hierarchical
 depth buffer; (36.7.0): 1050
 dynamic simplification; (16.4.2.1c): 471
 modeling; (2.4.5): 55
 occlusion culling; (36.7.0): 1049
 rasterization; (15.6.6.1): 430
 z-buffer; (36.7.0): 1050
high dynamic range (HDR) images; (17.1.0): 481
high-level vision; (5.2.0): 105
hit point; (21.5.0): 585

vocabulary [bolded terms] (cont'd)

homogeneous clip space; (15.6.5): 429, (36.5.3): 1047
homogenization; (10.6.0): 236, (10.13.0): 254
homogenizing transformation; (11.1.1): 265
host code; (15.7.1): 432
HoverCam; (21.8.0): 591
hue; (28.5.0): 756
hyperbolic
 depth encoding; (36.3.1): 1037
 interpolation; (15.6.4.2): 423
identically distributed; (30.3.3): 808
identity matrix; (10.3.2): 225
illuminant C; (28.8.1): 765
illumination; (29.2.0): 785
IM (Immediate mode) platform; (2.3.2): 39
image; (17.2.0): 482
 gradient; (19.6.0): 544
 maps; (17.5.0): 490
 processing; (17.7.0): 492
 space; (1.8.1): 22, (10.11.0): 245
 space photon mapping; (31.19.1): 876
immediate-mode (IM); (16.1.0): 452
implementation; (38.3.0): 1108
implicit
 curves; (24.2.0): 616
 surface; (14.5.2): 341
importance
 function; (29.4.0): 792, (30.5.0): 819
 sampled single-sample estimate theorem; (30.5.0):
 818
 sampling; (30.2.0): 802, (30.5.0): 819, (31.16.0): 854
imposters; (14.6.2): 348
Improved Euler integration; (35.6.3): 1000
impulse; (14.9.1): 356, (27.3.1): 713, (29.2.0): 784
 forces; (35.6.5.4): 1010
 scattering; (27.4.0): 715
incoherent memory; (38.7.2): 1131
independent; (30.3.3): 807
 identically distributed (iid); (30.3.3): 808
index of refraction; (5.3.1): 107, (14.4.1.2): 332, (26.4.3):
 679
indexed face; (3.6.0): 77
indication; (34.1.1): 948
indirect
 light; (31.18.3): 865
 lighting; (31.8.0): 834
infinite support; (19.2.0): 535
information visualization; (2.2.0): 37
injective; (7.4): 151
inner product; (7.6.4.2): 158
instance transform; (6.6.2): 139
instancing; (15.10.0): 450
instantaneous velocity; (35.6.1): 997
instantiation; (2.3.2): 39

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

integral
equation; (29.2.1): 786
of spectral radiance; (26.7.0): 692
intensity; (26.8.0): 700
interconnection network; (38.3.2): 1111
interior; (25.2.4): 642
edge; (25.2.0): 637
vertex; (25.2.1): 638
vertices; (8.3.1.2): 194
interlaced; (35.3.3): 978
interpolating curve; (22.4.0): 600
intersection query; (36.1.1): 1026
invariant under affine transformations; (7.10.7): 182
inverse; (7.4): 151
kinematics (IK); (35.4.6): 990
invertible; (10.3.4): 225
inward edge normal; (7.10.1): 175
irradiance; (14.4.1.3): 333, (26.7.4): 697
due to a single source; (26.7.4): 698
map; (20.5.0): 557
isocontour; (14.5.2): 341
isocurves; (24.2.0): 616
isosurfaces; (24.3.0): 619
isotropic; (32.3.0): 883
jaggies; (1.13.7): 31
JND (just noticeable difference); (28.4.1.2): 754
joint transform; (6.6.2): 140
joints; (35.5.3): 994
kd tree; (37.6.2): 1089
kernel; (31.19.0): 874, (38.9.0): 1142
key; (37.2.0): 1068, (37.2.2): 1073, (37.3.0): 1077
frame; (35.2.1): 966
pose; (35.2.1): 966, (35.4.3): 989
kinetic force; (35.6.4.5): 1007
Kubelka-Munk coloring model; (28.6.4): 760
 L^{**2} difference; (5.2.0): 104
 L^{**2} distance; (5.2.0): 104
lag; (1.6.2): 17
Lambert's Law; (14.9.2): 358
Lambertian; (26.12.0): 708, (29.2.0): 785
emitter; (26.7.3): 695
reflectance; (15.4.6): 413
reflectance model; (1.13.2): 28
scattering; (27.4.0): 716
shading; (14.9.0): 353
Laplacian coordinates; (25.5.3): 657
latency; (1.6.2): 17, (38.6.2): 1123
lateral inhibition; (5.3.2): 108
law of conservation linear momentum; (35.6.5.4): 1011
lens flare; (14.4.5): 336

vocabulary [bolded terms] (cont'd)

level
set; (7.6.7): 164, (14.5.2): 341, (24.2.0): 616
set, methods; (24.10.0): 631
surfaces; (24.3.0): 619
level of detail (LOD); (14.6.1): 347
levels of detail; (25.4.0): 645
lexical design; (21.2.0): 569
lift; (35.6.4.6): 1008
light; (29.2.0): 784
maps; (14.5.1.5): 341
path; (29.8.0): 796
vector; (14.11.6): 379
lighting; (13.5.0): 312
lightness; (28.5.0): 756
line of curvature; (34.5.1): 956
linear
combination; (7.6.4): 157
depth encoding; (36.3.1): 1037
depth values; (36.3.1.1): 1040
radiance; (15.3.2): 398
transformations; (10.1.0): 221
waves; (26.4.0): 675
z values; (36.3.1.1): 1040
linearly
interpolating; (9.1.0): 201
polarized; (26.4.2): 678
lines; (38.7.2): 1130
link of a vertex; (9.2.1.1): 208, (25.2.3): 641
linked list; (37.3.0): 1077
Live Paint; (36.4.1): 1042
local; (5.2.0): 103
flatness; (32.3.0): 882
memory blocks; (38.7.2): 1129
Local Layering; (36.4.1): 1042
locality; (38.7.0): 1127
of reference; (38.7.1): 1127
locally; (9.1.0): 203
flat vertex; (25.3.0): 643
look
and feel; (2.3.2): 39
direction; (13.3.0): 302, (13.4.0): 304
losslessly compressed image; (17.3.0): 483
lossy compression; (17.3.0): 483
low-level vision; (5.2.0): 105
luma; (28.12.0): 771, (28.15.0): 775
lumens; (26.11.0): 707
luminaire; (14.11.0): 369, (29.2.0): 784
luminance; (26.11.0): 707, (28.2.0): 747, (28.4.0): 751, (28.4.1.2): 755
luminous
efficiency; (26.11.0): 707
efficiency function; (28.4.0): 751
intensity; (28.4.0): 751

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

Mach banding; (1.7.0): 20
magnitude of the impulse; (27.14.0): 740, (29.5.0): 793
manifold; (11.1.1): 265
 mesh; (8.2.1): 190, (8.3.1): 193
marching
 cubes; (24.6.0): 625, (24.6.1): 628
 squares; (24.6.0): 627
Markov
 chain; (31.18.1): 857
 property; (31.18.1): 857
mask; (17.4.0): 485
masking; (27.8.2): 730
master templates; (2.3.2): 39
material; (27.1.0): 712
mathematical model; (1.1.0): 2
matrices; (7.6.1): 156
matrix
 associated to the transformation; (10.3.2): 224
 inverse; (10.3.4): 225
 multiplication; (7.6.5): 161
 skinning model; (35.5.4): 995
 transformation; (10.1.0): 222
matting; (14.10.2.1): 367
mean; (30.3.2): 804
measure of the solid angle; (26.6.3): 687
measurement; (18.8.0): 507
megakernel tracing; (36.2.2): 1033
memoization; (35.3.5): 983
mesh Laplacian; (25.5.3): 656
metaball modeling; (14.5.2.1): 343
metadata; (17.3.0): 483
metamers; (28.9.0): 768
Metropolis light transport (MLT) algorithm; (31.18.6): 871
microfacets; (27.8.2): 729
micropolygon; (14.5.1.5): 340, (15.6.6.4): 431
MIP (multum in parvo) mapping; (9.6.3): 217, (17.6.0): 491, (38.6.1): 1120
mirror scattering; (27.4.0): 715
mixed probabilities; (20.6.0): 820
model; (1.1.0): 2
 view matrix; (13.7.0): 314
 view projection matrix; (13.7.0): 314
modeling
 space; (1.8.1): 21
 stage; (16.2.4): 460
 transformation; (2.4.5): 51
Modified Euler method; (35.6.7.4): 1020
modulus; (18.11.0): 513
monospectral distributions; (28.2.0): 747
Monte Carlo method; (30.2.0): 802
morphogens; (20.8.3): 561

vocabulary [bolded terms] (cont'd)

motherboard; (38.2.0): 1106
motion
 blur; (35.3.4): 980, (36.9.3): 1061
 -induced blindness; (5.7.0): 114
 planning; (35.2.3): 973
MSAA (multi-sample anti-aliasing); (15.7.1.2): 433
multipass rendering; (15.7.2.3): 441
multiple importance sampling; (30.5.0): 820, (31.18.4): 868
multiresolution geometry; (16.4.2.1c): 471
multisample
 antialiasing (MSAA); (36.9.1): 1057
 estimator; (31.18.4): 870
multithreading; (38.6.3): 1124
mutation strategy; (31.18.6): 871
near-plane culling; (36.4.3): 1044
nearest-neighbor; (32.6.1): 912, (35.2.1): 967
 field; (10.9.0): 564
negative BSP tree node; (36.2.1): 1031
negatively oriented; (7.10.5): 179
neighbor-list table; (8.2.2): 191
neighborhood; (23.3.0): 610
nonuniform
 B-spline; (22.5.1): 604
 Catmull-Rom spline; (22.4.1): 601
 rational B-spline; (22.5.1): 604
 scale; (10.2.0): 223
 scaling transformation; (10.2.0): 223
 spatial distribution; (37.7.3): 1100
nonzero winding number rule; (7.10.2): 177
norm; (7.6.3): 157
normal; (1.6.1): 16, (7.6.8): 164
 force; (35.6.4.4): 1005
 transform; (10.12.0): 253
 vector; (1.6.1): 16, (1.13.2): 27, (7.6.8): 164
normalization; (3.3.1): 72, (7.6.3): 157
normalized
 device coordinates; (1.8.1): 22, (3.3.1): 72
 fixed point; (14.3.0): 325
NUI (natural user interface); (21.2.0): 571
numerical integration; (1.13.3): 29
NURB; (22.5.1): 604
Nyquist frequency; (18.11.1): 515
object
 -centered operation; (11.2.5): 272
 coordinate system; (6.6.3.1): 140
 coordinates; (10.11.0): 245
 for rendering; (27.1.0): 711
 space; (1.8.1): 21, (10.11.0): 245
occlusion; (13.4.0): 308
 culling; (16.4.2.1b): 470, (36.1.0): 1023, (36.7.0): 1049
 function; (36.1.1): 1025
 query; (36.7.0): 1049

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

oct tree; (37.6.2): 1090
odd winding number rule; (7.10.2): 177
ODE (ordinary differential equation); (35.6.2): 998
omnidirectional point light; (14.11.6): 379
OpenGL; (16.1.0): 452
OpenGL ES (Embedded Systems); (16.5.1): 479
optic disk; (5.3.2): 107
ordered; (37.3.0): 1077
orientable; (25.2.2): 639
oriented simplex; (25.2.2): 639
orthogonal matrix; (10.3.7): 230
orthographic projections; (13.8.0): 315
output-sensitive operation; (37.3.2): 1079
outward edge normal; (7.10.1): 175
p-polarized; (26.5.0): 681
packet tracing algorithm; (36.9.2): 1061
painter's algorithm; (36.1.4): 1028, (36.4.1): 1041
panel; (4.2.3): 86
panning; (21.5.0): 585
parallel projections; (13.8.0): 315
parallelism; (38.2.0): 1106, (38.4.0): 1111
parameter; (7.6.0): 155
parameterization; (7.9.0): 171
parameterized model; (3.5.0): 76
parametric
 equation; (14.5.2): 341
 form of the line between P and Q; (7.6.0): 155
partial coverage; (36.1.3): 1028, (36.9.0): 1054
participating media; (27.13.1): 737
particle systems; (14.7.3): 350, (35.6.1): 997
pass; (15.7.2.3): 441
passes; (36.3.0): 1036
patch; (14.5.3): 344
path
 mesh; (25.8.0): 668
 tracing; (31.16.0): 853, (31.17.0): 855
PCIe interface; (38.3.2): 1111
pen; (2.3.1): 38
penalty force; (35.6.5.3): 1009
pencil; (36.9.2): 1060
penumbra; (18.5.0): 505, (29.8.1): 798
percepts; (28.2.0): 747
perspective-correct interpolation; (15.6.4.2): 423
Phong
 reflectance (lighting) model; (6.5.2): 134
 shading; (27.5.3.1): 722
phosphorescence; (26.3.0): 671
photometric terms; (26.11.0): 707
photometry; (26.2.0): 670, (26.8.0): 700
photon; (31.19.0): 872
 mapping; (31.16.0): 853
 tracing; (31.19.0): 872
photopic vision; (28.4.1.1): 753

vocabulary [bolded terms] (cont'd)

photorealistic rendering; (1.13.7): 31
physical coordinates; (2.3.1): 38
physical optics; (27.7.0): 726
physics scene graphs; (14.8.0): 352
pick
 correlation; (2.3.2): 39, (6.6.1): 139, (16.2.10): 464
 path; (16.2.10): 464
pie menus; (21.2.1): 573
piecewise
 constant; (8.1.0): 187
 linear extension; (9.3.0): 210
 linear reconstruction; (18.6.0): 505
pipelining; (38.4.0): 1113
pitching; (11.2.2): 267
pixel; (1.1.2): 5, (1.13.4): 29, (36.9.1): 1056
 coordinates; (1.8.1): 22
 shader; (15.7.1.2): 433, (33.3.0): 930
 values; (17.2.0): 482
planar wave; (26.4.0): 676
Planck's constant; (1.5.1): 12, (26.2.0): 670
plausible animation; (35.4.6): 992
plenoptic function; (14.11.1): 370, (26.7.0): 693
PNG (portable network graphics) format; (17.3.1): 484
point light; (6.2.2.): 124, (6.5.2): 133, (14.11.6): 379
polarization; (26.2.0): 670
polarizers; (26.4.2): 679
polling; (21.2.1): 574
polygon
 rate; (1.5.4): 14
 soup; (25.5.2): 654
polyline; (4.1.0): 81
polymorphic types; (37.2.0): 1068
polymorphism; (37.2.2): 1073
poor sample test efficiency; (15.6.2): 420
popping; (35.3.7): 985
portal; (36.8.0): 1051
 culling; (16.4.2.1b): 470
position; (13.3.0): 301
positive
 BSP tree node; (36.2.1): 1031
 winding number rule; (7.10.2): 177
positively oriented; (7.10.5): 179
potentially visible set (PVS); (36.8.0): 1050
power; (14.4.1.3): 333
 vectors; (31.19.0): 875
practical lights; (14.11.3.1): 372
prebaking a model; (10.11.0): 247
predication; (38.4.0): 1114
premultiplied alpha; (14.10.2.1): 366
primary
 ray; (36.1.2): 1027
 visibility; (36.1.0): 1023, (36.1.0): 1024, (36.1.2): 1027

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

primitives; (1.1.2): 6, (2.3.1): 38, (36.9.1): 1056
per second; (1.1.2): 6
principal
 curvature; (34.5.0): 956
 directions; (34.5.0): 956
probability; (30.3.1): 803
 density; (26.6.1): 684
 density function (pdf); (26.6.1): 684, (30.3.4): 808, (30.3.5): 810
 mass function (pmf); (30.3.1): 803, (30.3.2): 805, (20.6.0): 820
 of an event; (30.3.4): 809
procedural
 animation; (35.4.5): 990
 texturing; (20.1.0): 549
programmable
 pipeline; (15.7.1.2): 433
 unit; (15.7.1.2): 433
programmer's model; (1.6.2): 17
programs; (15.7.1.2): 433
progressive
 formats; (35.3.3): 978
 meshes; (16.4.2.1c): 471, (25.4.1): 649
 refinement; (31.10.0): 843
projected solid angle; (26.6.4): 690
projection
 stage; (16.2.4): 460
 textures; (20.5.0): 555, (24.8.0): 629
projective
 frame; (11.1.1): 265
 geometry; (3.6.0): 77, (10.13.0): 257
 spot light; (14.11.8): 382
 transformation; (10.13.0): 255, (10.13.0): 257
proxies; (37.2.0): 1068
pseudoinverse; (10.3.8): 232
pulldown; (35.3.3.1): 979
quad
 fragments; (38.6.1): 1121, (38.8.2): 1137
 tree; (37.6.2): 1090
quadratic error function; (25.5.1): 653
quantitative invisibility; (36.1.3): 1028
quantized; (26.2.0): 670
quaternions; (11.2.6): 273
 $R \times R$; (7.3.0): 150
 R^{**2} ; (7.5.0): 153
radial curvature; (34.5.2): 957
radiance; (14.4.1.3): 333, (15.3.2): 397, (26.7.0): 693
 function L; (14.11.1): 370
radian
 exitance; (26.7.5): 699
 flux; (26.7.6): 699
 power; (26.7.6): 699

vocabulary [bolded terms] (cont'd)

radiometry; (26.2.0): 669, (26.7.1): 694
radiosity; (14.4.1.3): 333, (26.8.0): 700
 equation; (31.10.0): 840
random
 parametric filtering (rpf); (32.9.0): 922
 variable; (30.3.1): 803, (30.3.4): 809
 variable with mixed probability; (20.6.0): 820
rank; (10.3.8): 231, (10.16.0): 261
raster; (1.2.0): 8
rasterization; (1.6.2): 18, (15.1.0): 387, (15.2.4): 391, (36.1.2): 1027
 algorithm; (36.9.2): 1061
rasterizer algorithm; (15.5.0): 418
rasters; (35.3.3): 978
rational B-spline; (22.5.1): 604
rational linear interpolation; (15.6.4.2): 423
rational numbers; (14.3.0): 325
ray casting; (15.1.0): 387, (15.2.3): 391, (36.1.0): 1023, (36.1.4): 1028
ray packet; (15.8.2): 445
 tracing; (36.1.2): 1027, (36.2.2): 1033
ray tracing; (15.2.3): 391
reaction; (20.8.3): 561
 -diffusion textures; (20.8.3): 562
ready for rendering; (16.4.1): 467
realization; (38.3.0): 1108
reciprocity; (27.3.1): 714
reconstruction; (18.6.0): 505
records; (4.4.0): 94
reencoding; (16.4.2.1c): 470
reference renderer; (15.1.0): 388
reflectance, equation; (26.10.0): 703
reflection
 mapping; (20.5.0): 556
 model; (27.5.3.1): 722
reflective, scattering; (27.4.0): 715
refractive
 index; (26.4.3): 679
 scattering; (27.4.0): 716
register barrel; (38.6.3): 1126
rejection sampling; (30.8.0): 823
relation; (25.6.1): 661
rendering; (1.1.2): 6
 equation; (26.10.0): 703, (29.1.0): 783, (29.2.1): 786
resolution; (1.2.0): 8
resolution dependence; (2.3.1): 38
retained-mode (RM); (16.1.0): 452
retina; (5.3.2): 107
retroreflective scattering; (27.4.0): 716
reversed hyperbolic encoding; (36.3.1.1): 1039

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

RGB
format; (17.1.0): 481
image; (17.2.0): 482
ridge; (34.5.1): 956
right-handed coordinate system; (7.6.4): 158
rigid coordinate frame; (10.10.0): 240
ringing; (18.21.0): 529
RM (retained mode) platform; (2.3.2): 39
rods; (5.3.2): 107, (28.3.0): 749
rolling; (11.2.2): 267
root
frame; (35.2.3): 972
frame, animation; (35.2.3): 972
motion; (35.2.2): 969
rotation
about z by the angle theta; (11.2.1): 266
by angle theta in the xy-plane of 3-space; (11.2.1): 266
rule of five; (26.7.4): 698
Russian roulette; (31.19.0): 874
s-polarized; (26.5.0): 681
sample; (24.4.0): 621, (36.9.1): 1055, (36.9.1): 1056
and hold; (18.6.0): 505, (35.2.1): 967
of f at t; (18.8.0): 507
shaders; (33.3.0): 930
sampling; (1.13.3): 29, (18.8.0): 507
strategy; (31.16.0): 854
theorem; (18.11.1): 515
saturated; (28.4.1.2): 755
scalability; (16.4.2): 469
scalar
attributes; (25.4.1): 651
multiplication; (7.6.4): 157
scale invariance; (32.6.1): 911
scaling property of the Fourier transform; (18.17.0): 521
scanline rendering; (9.2.2): 209
scattering; (27.1.0): 711
backscattering; (27.8.2): 730
equation; (29.4.0): 790
function; (14.9.0): 354
model; (27.5.3.1): 722
scatters; (14.4.1.2): 333
scene; (1.8.1): 21, (2.2.0): 37
generator module; (2.2.0): 37
graph; (2.3.2): 39, (6.1.1): 118, (14.8.0): 352
score boarding; (38.6.3): 1126
scotopic vision; (28.4.1.1): 753
screen
door effect; (35.3.7): 986
space; (10.11.0): 245
tearing; (35.3.1): 976

vocabulary [bolded terms] (cont'd)

secondary motion; (35.4.6): 992
sector; (36.8.0): 1050
-based culling; (16.4.2.1b): 470
segments; (22.4.0): 599
selective refinement; (16.4.2.1c): 471
self-shadowing; (36.1.1): 1027
semantic; (38.5.0): 1115
elements; (14.8.0): 352
separable; (19.6.0): 544
sequencing design; (21.2.0): 569
shader; (15.7.1.2): 433, (16.1.1.2): 453, (27.5.3.1): 722, (33.1.0): 927, (33.1.0): 928, (38.5.0): 1115
wrapper; (33.4.0): 933
shades; (28.5.0): 756
shading; (27.5.3.1): 722, (36.9.1): 1055
language; (33.1.0): 927
normals; (14.5.1.4): 339, (15.3.3): 400
shadow; (29.8.1): 797
acne; (15.4.8): 416, (36.1.1): 1027
map; (15.6.5): 428, (31.14.0): 848
Shannon sampling theorem; (18.11.1): 515
shape constancy; (5.4.0): 110
sharp edge; (25.4.1): 651
shearing transformation; (10.2.0): 223
shift-invariant; (18.21.0): 530
shutter time; (35.3.4): 980
side of a surface; (29.4.0): 790
signal processing; (18.2.0): 500
signals; (18.2.0): 500
signed
area; (7.10.3): 177
distance transform; (24.7.0): 629
normalized; (14.3.1): 325
normalized fixed-point 8-bit representation; (20.2.2): 551
silhouette; (34.5.0): 952
simple polygons; (7.10.0): 175
simplex/simplices; (9.2.1.1): 208
simplicial complices; (8.4.0): 198
simplification; (8.1.0): 188, (16.4.2.1c): 471
simulating complex geometry; (16.4.2.1c): 471
singular
transformation; (10.2.0): 224
values; (10.3.7): 230
size constancy; (5.4.0): 110
skeletal animation model; (35.5.4): 995
sky sphere; (14.6.3): 348
skybox; (14.6.3): 348
slerp; (11.2.6.1): 275
slicing; (33.4.0): 935
smooth edges; (34.5.0): 953
Snell's law; (26.4.3): 679
soft particles; (14.7.3): 351

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

software stack; (16.4.2): 468
solid angle; (14.11.1): 370, (26.6.3): 687
 subtended by; (26.6.3): 687
soup; (14.5.1): 338
source; (10.9.0): 563
 polygon; (36.5.2): 1045
space-filling curve; (38.7.3): 1135
spatial
 acceleration data structures; (37.1.0): 1065
 coherence; (34.2.0): 950
 data structures; (14.8.0): 353, (36.1.0): 1023,
 (37.1.0): 1065
 frequencies; (5.2.0): 103
 locality; (38.7.1): 1127
SPD (spectral power distribution); (28.2.0): 747
special orthogonal matrix; (10.3.7): 230
spectral radiance; (26.7.0): 692
Spectralon; (27.5.2): 720
spectrum; (18.11.0): 513
specular; (1.2.0): 8, (1.13.2): 27
 exponent; (6.5.3.3): 137
 power; (6.5.3.3): 137
 reflections; (14.9.0): 353, (27.3.1): 713
sphere
 mapping; (14.5.1.4): 340
 -to-cylinder projection theorem; (26.6.4): 688
 trees; (25.4.0): 649, (37.6.3): 1093
spherical
 harmonics; (18.21.0): 531, (31.10.0): 843
 linear interpolation; (11.2.6.1): 275
splatting; (14.5.5): 346
spline; (14.5.3): 343, (22.4.0): 599
 patch; (14.5.3): 344
splitting plane; (36.2.1): 1030
spot color; (28.8.2): 766
spotlight; (6.5.2): 133
spring constant; (35.6.4.3): 1005
square
 integrable; (18.7.0): 506
 summable; (18.7.0): 506
sRGB standard; (28.13.0): 774
stabbing
 line; (36.8.1): 1051
 tree; (36.8.1): 1051
stamping; (35.3.7): 985
standard
 basis vectors; (10.3.5): 227
 deviation; (30.3.3): 807
 implicit form for a line; (7.6.8): 165
 parallel view volume; (13.4.0): 307
 perspective view volume; (13.4.0): 305

vocabulary [bolded terms] (cont'd)

star of a
 edge; (25.2.3): 641
 vertex; (9.2.1.1): 208, (25.2.3): 641
state; (35.4.0): 987
 machine; (16.2.0): 454
 variable; (16.2.0): 454
 vectors; (35.6.6.2): 1015
static force; (35.6.4.5): 1007
Stefan-Boltzmann law; (26.3.0): 672
stencil buffer; (14.3.3): 329
stratified sampling; (32.9.0): 920
stream
 processing; (38.5.0): 1116
 processor; (38.6.0): 1117
strictly band-limited; (18.19.0): 524
strobing; (35.3.2): 977
styles; (4.2.3): 85
subcomponents; (6.6.1): 138
subdivision; (8.1.0): 188, (9.4.0): 211
 surfaces; (14.5.3): 344, (16.4.2.1c): 472, (23.1.0): 607
subsurface scattering; (14.9.0): 353
subtended; (26.6.3): 687
subtractive color; (28.6.4): 760
suggestive
 contours; (34.5.2): 958
 interface; (21.7.4): 589
sum-squared difference; (5.2.0): 104
summary measures; (26.2.0): 670
superposition; (14.10.0): 361
supersampled antialiasing (SSAA); (36.9.1): 1056
support of f; (19.2.0): 535
surface; (15.2.2): 390
 normal; (1.13.2): 27
 radiance; (29.2.1): 786, (31.8.0): 834
 radiance function; (29.2.1): 787
 with boundary; (25.2.1): 638
surjective; (7.4.0): 151
SVD (singular value decomposition); (10.3.7): 230
T-junction; (25.2.4): 642
tabulated; (9.1.0): 201
tangent-space
 bases; (14.5.1.4): 339
 basis; (14.5.1.4): 340
target; (10.9.0): 563
task parallelism; (38.4.0): 1113
telecine; (35.3.3.1): 979
template; (10.9.0): 563
templated classes; (37.2.0): 1068
temporal
 coherence; (34.2.0): 950, (35.3.5): 983
 locality, coherence; (38.7.1): 1127
terminal velocity; (35.6.4.6): 1008
tessellation shaders; (25.4.2): 652, (33.3.0): 931

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

texels; (27.15.0): 742, (38.3.1): 1109
texture
 aliasing; (9.6.3): 216
 coordinates; (14.5.1.4): 339, (20.1.0): 548
 map; (1.6.1.): 15
 mapping; (6.4.0): 131, (20.1.0): 547
 parameterization; (20.5.0): 555
 -space diffusion; (14.5.1.5): 341
 synthesis; (20.8.0): 559
thread store; (38.6.3): 1125
TIFF (tagged image file format); (17.2.0): 482
tile fragments; (38.8.2): 1137
tiled mapping; (38.7.1): 1128
tiling rasterizer; (15.6.6.2): 430
time domain; (18.11.0): 513
tints; (28.5.0): 756
tone; (28.5.0): 756
 mapping; (32.9.0): 919
tool trays; (21.2.0): 569
topology; (8.2.0): 189, (25.2.0): 637
total internal reflection; (26.5.0): 682
transformation
 associated to the matrix M; (10.3.1): 224
 pipeline; (16.2.4): 460
translation; (10.1.0): 222
translucency; (14.10.0): 361
transmission; (14.9.0): 353
transmissive scattering; (27.4.0): 715
transport equation; (29.2.1): 786
transposition; (7.6.1): 156
triangle
 fan; (14.5.1): 338
 list; (14.5.1): 338
 mesh; (8.1.0): 187
 strip; (14.5.1): 338
trilinear MIP mapping; (38.6.1): 1121
triple buffering; (35.3.1): 976
true parallelism; (38.4.0): 1112
two-and-a-half dimensional; (2.4.2): 43
two-tone shading; (34.5.4): 959
two's complement; (14.3.1): 325
ubershader; (15.7.2.3): 441
UI
 controls; (2.3.2): 39
 generator module; (2.2.0): 37
umbilic; (34.5.0): 956
umbra; (18.5.0): 505, (29.8.1): 798
unbiased; (30.4.0): 818
unbounded worst-case runtime; (31.17.0): 855
uncanny valley; (1.7.0): 19
undragging; (21.4.1): 581
unhinging transformation; (13.4.0): 307

vocabulary [bolded terms] (cont'd)

uniform
 color space; (28.9.0): 767
 density; (30.3.4): 809
 random variable; (30.3.3): 807
 scaling transformation; (10.2.0): 223
 spline; (22.4.1): 601
unit vector; (7.6.3): 157
unoccluded two-point transport intensity; (31.13.0): 846
unpolarized; (26.5.1): 683
unsigned normalized; (14.3.1): 325
up direction; (13.3.0): 302
utilization; (38.7.3): 1133
uv-coordinates; (9.6.1): 216
uvw basis; (13.4.0): 306
valence; (25.2.0): 637
valley; (34.5.1): 956
value; (16.4.2.3): 473, (37.2.0): 1068, (37.3.0): 1077
vanishing point; (3.6.0): 77
variance; (30.3.3): 807, (30.4.0): 818
vector; (10.12.0): 250
 data types; (38.5.0): 1115
 instructions; (38.4.0): 1112
vectorization; (36.2.2): 1033
velocity; (35.6.1): 997
vertex; (3.3.0): 65, (8.2.0): 189
 normal; (6.3.1): 129
 shaders; (16.3.1): 465, (33.3.0): 930, (33.3.0): 931
vertical synchronization; (35.3.1): 976
view
 center; (21.5.2): 586
 -frustum culling; (16.4.2.1b): 470
 region; (3.1.0): 63
 volume; (6.1.3): 120, (13.3.0): 302
viewing stage; (16.2.4): 460
viewport; (13.3.0): 302, (16.2.1): 455
vignetting; (14.4.5): 336
virtual
 parallelism; (38.4.0): 1112
 sphere model; (21.4.1): 580
 transitions; (26.3.0): 671
visibility
 function; (29.2.0): 786, (29.10.0): 799, (36.1.1): 1025
 problem; (15.6.4.1): 422
 testing; (15.6.4.1): 422
visible, contour; (34.5.0): 953
visible surface determination; (36.1.0): 1023
visual cortex; (5.2.0): 103
vocabulary, modeling transformation; (2.4.5): 51
voxel; (14.7.1): 349
VRML (Virtual Reality Modeling Language); (16.5.2): 479
vup; (13.3.0): 302

Computer Graphics Index

vocabulary [bolded terms] (cont'd)

w-buffer; (36.3.0): 1034
values; (36.3.1.1): 1040
warped z-buffer; (36.3.1.1): 1038
wave velocity; (26.4.0): 675
wavelength; (14.4.1.2): 332, (26.2.0): 670, (26.4.0): 675
wavelike; (26.2.0): 670
WebGL; (16.5.2): 479
whole frustum culling; (36.4.3): 1044
widgets; (2.3.2): 39
Wien's displacement law; (26.12.0): 710
WIMP (windows, icons, menus, pointers); (21.2.0): 567
winding number; (7.10.1): 176
window chrome; (2.2.0): 36
windowing transformation; (10.7.0): 236, (13.2.0): 300
winged-edge
 polyhedral representation; (14.5.1.3): 338
 structure; (8.3.2): 196
wire-frame model; (3.3.0): 65
world
 -centered operation; (11.2.5): 272
 coordinate system; (6.1.3): 119
 space; (1.8.1): 21, (10.11.0): 245
WPF 3D; (6.1.0): 117
write-back cache; (38.7.2): 1130
write-through cache; (38.7.2): 1130
X3D; (16.5.2): 479
yawing; (11.2.2): 267
z-buffer; (15.2.4): 392, (36.3.0): 1034, (36.3.1.1): 1038
z-data; (17.2.0): 482
z-fighting; (36.3.1): 1037
zero set; (7.6.7): 164, (24.2.0): 616

volumetric
models; (14.7.0): 349-351

voxels; (14.7.2): 349, (14.7.1): 349

VRML (Virtual Reality Modeling Language); (16.5.2): 479

vup; (13.3.0): 302

w-buffer; (36.3.0): 1034
values; (36.3.1.1): 1040

walking
as motion example; (35.2.1): 966-969

warped z-buffer; (36.3.1.1): 1038

wave
nature of light; (26.4.0): 674
theory scattering models; (27.8.5): 734
velocity; (26.4.0): 675

wavelength; (14.4.1.2): 332, (26.2.0): 670, (26.4.0): 675

wavelike; (26.2.0): 670

WebGL; (16.5.2): 479

weights
barycentric, 2D; (15.6.4.3): 424-427

white
representation and composition of; (28.11.0): 769

whole frustum

clipping; (36.4.3): 1047
culling; (36.4.3): 1044

widgets; (2.3.2): 39

Wien's displacement law; (26.12.0): 710

WIMP (windows, icons, menus, pointers); (21.2.0): 567

winding number; (7.10.1): 176

window chrome; (2.2.0): 36

windowing transformations; (10.7.0): 236, (13.2.0): 300

Windows Presentation Foundation (WPF)

See WPF (Microsoft Windows Presentation Foundation);

winged edge polyhedral representation; (14.5.1.3): 338

winged-edge structure; (8.3.2): 196

wire-frame model; (3.3.0): 65

wise modeling principle; (1.4.0): 10

woodcut

Albrecht Durer, rendering algorithm illustration; (3.1.0): 61-65

world

centered operation; (11.2.5): 272

coordinate system; (6.1.3): 119

space; (1.8.1): 21, (10.11.0): 245

WPF (Microsoft Windows Presentation Foundation)

2D graphics

dynamics; (2.5.0): 55-58

introduction; (2.0.0): 35-60

specifying a scene; (2.4.0): 41-55

3D; (6.1.0): 117

3D graphics

design; (6.1.1): 118

fixed-function 3D graphics and hierarchical modeling, [chapter]; (6.0.0): 117-147

high-level overview; (6.1.3): 119

camera specifications, transformations and, [chapter]; (13.0.0): 299-320

canvas coordinate system; (2.4.4): 45

data dependencies, in C# code for 2D graphics test-bed-based program; (4.3.2): 91

reflectance model; (6.5.0): 133-138

surface texture in; (6.4.0): 130-132

write-back cache; (38.7.2): 1130

write-through cache; (38.7.2): 1130

X3D; (16.5.2): 479

XAML (Extensible Application Markup Language)

application, structure of; (2.4.1): 41

middle layer specification; (2.3.3.2): 41

yawing; (11.2.2): 267

YIQ color model; (28.15.0): 775

z-buffer; (15.2.4): 392, (36.3.0): 1034, (36.3.1.1): 1038

z-data; (17.2.0): 482

z-fighting; (36.3.1): 1037

Computer Graphics Index

z-values

perspective and; (13.6.0): 313
zero set; (7.6.7): 164, (24.2.0): 616