RAY TRACING FROM THE GROUND UP BY KEVIN SUFFERN
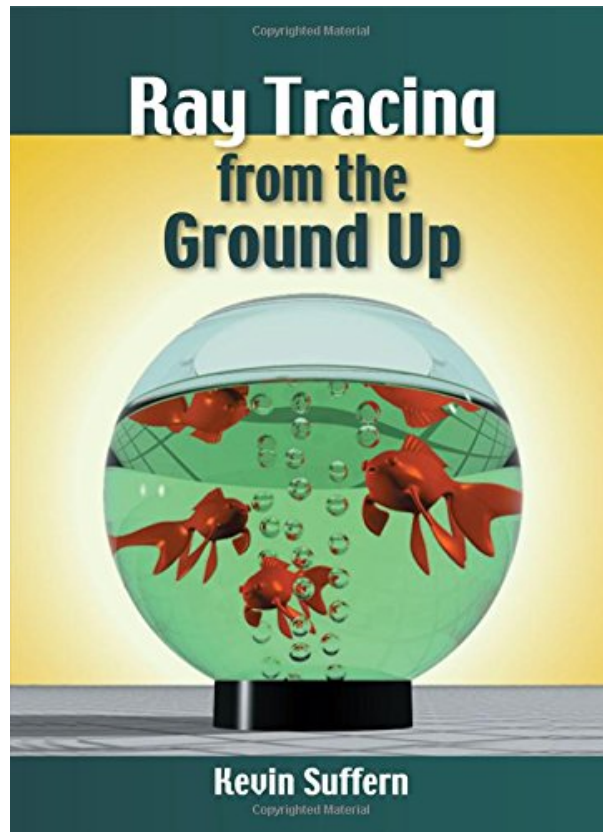

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Review
" used draft chapters from Kevin Suffern's book for a number of classes at the University of Utah and they have been very useful. This book is timely as ray tracing is poised to become the dominant algorithm for graphics, and there is no other up-to-date introduction to that topic. Further, it is a very well written book with all the details needed to write your own ray tracer. This book is a must for any budding graphics programmer. I wish I'd had this book when I was starting out! -Advance Praise Shirley, September 2007
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It's great to see Kevin's ray tracing notes published in the book Ray Tracing from the Ground Up, as this allows a much wider audience to access the material. Kevin is able to draw on his many years of experience in the classroom to provide a comprehensive coverage of important rendering concepts. He has always presented clear explanations, colour illustrations and step-by-step instructions including source code. -Advance Praise Students, September 2007
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With the increase in computing speed and due to the high quality of the optical effects it achieves, ray tracing is becoming a popular choice for interactive and animated rendering. This book takes readers through the whole process of building a modern ray tracer from scratch in C++. All concepts and processes are explained in detail with the aid of hundreds of diagrams, ray-traced images, and sample code. It is suitable for undergraduate and graduate computer graphics courses and for individual programmers who would like to learn ray tracing.

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it seemed like it was barely a paragraph (BRDFs for example)
By Niyaz A. Mahmud
I wish Suffern included an appendix with complete files so that I wouldn't have to go to the internet to look at them. Additionally the coverage of some topics was very in depth, but for others, it seemed like it was barely a paragraph (BRDFs for example).

My experience with this book is as a textbook for a class about ray tracing, and I don't think he gives you any kind of math library, but I could be mistaken. I didn't see one. His code and reasoning for the way he does things is easy to understand, except for one thing which bugged me. It's been a while, but I think he overloads the ^ operator when multiplying two vectors.

0 of 0 people found the following review helpful.
Amazing Book. Great for theory and for hands on!
By Francisco R. O.
This is an amazing book. I'm not an expert but I'm using it with two purposes. One of them for theory to understand a few concepts. For example, Chapter 13 is a great theory chapter that talks about BRDF and the rending equation (among other things.) At the same time, my other objective is to use it for a more applied work. It has neat code and the way that he explains everything is perfectly clear.

I recommend this book for anyone who wants to understand ray tracing, that wants some theory or both. Also, if you already know, I'm sure you know by now, this is a must to have in your library. It has over 703 pages and over 30 chapters.

Finally, I have to say that the further readings points to great places to get more in depth. I want to clarify here something. This is not a book that has a little bit of everything. It's a very complete book, but in some chapters (e.g) , when more theory is needed, then further reading works great!.

A must.
Francisco

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Perfect Book
By art vandelay
This is THE book for someone interested in writing a ray tracer. What I love about the book is how the author also mixes in some great resources to learn more about a particular topic, all relevant to computer graphics. This is one of my favorite books ever, wonderfully written. Well done.

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