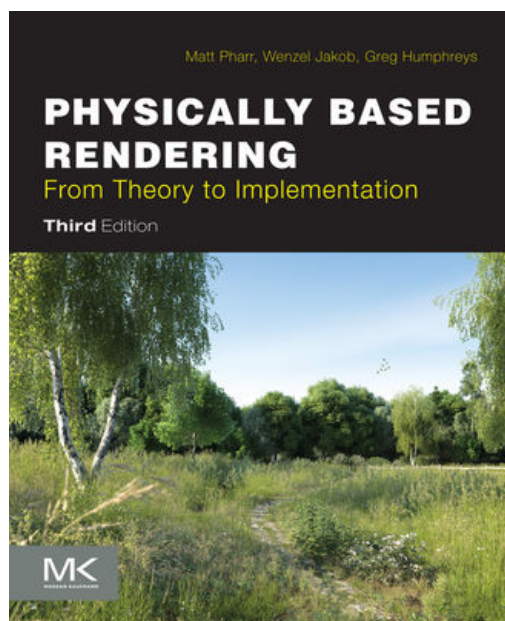


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Presents up-to-date revisions of the seminal reference on rendering, including new sections on bidirectional path tracing, numerical robustness issues in ray tracing, realistic camera models, and subsurface scattering Provides the source code for a complete rendering system allowing readers to get up and running fast Includes a unique indexing feature, literate programming, that lists the locations of each function, variable, and method on the page where they are first described Serves as an essential resource on physically-based rendering

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