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Real-time computer graphics or real-time rendering is the sub-field of computer graphics focused on producing and analyzing images in real time.The term can refer to anything from rendering an application's graphical user interface to real-time image analysis, but is most often used in reference to interactive 3D computer graphics, typically using a graphics processing unit (GPU).

Real-time computer graphics - Wikipedia
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Real-Time Rendering, Fourth Edition 作者：Tomas Akenine-Möller / Eric Haines / Naty Hoffman 出版社：A K Peters/CRC Press 出版年：2018-8-6 页数：1198 定价：USD 89.95 装帧：平装 ISBN: 9781138627000

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