

Conclusion

In this book, our discussions have revolved around two main topics: rasterization and ray tracing. These two techniques have their own pros and cons. For example, ray tracing is slower compared to rasterization, and is more natural to support a wide variety of rendering effects. We have mainly explains basic concepts on these topics, and there are many other advanced topics including scalable techniques and sub-surface scattering approaches. We plan to cover them in a coming edition.

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