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Eric Haines , and Naty

Hoffman , 1045 pages,
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the graphics pipeline,
the book has chapters
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consists of three
conceptual stages: the
application stage, the
geometry stage, and
the rasterizing stage. I
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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

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