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What follows are corrections for the book Real-Time Rendering (1st, 2nd, 3rd, and 4th editions), by Tomas Akenine-Möller, Eric Haines, Naty Hoffman (3rd and 4th), Angelo Pesce (4th), Michał Iwanicki (4th), and Sébastien Hillaire (4th).
Corrigenda for the 4th edition. Significant errors: Pages 16 through 26: change "unit cube" in numerous places, since the cube is 2x2x2, not 1x1x1.

Real-Time Rendering Book Corrigenda

This is the main resources page for the book Real-Time Rendering, Fourth Edition, by Tomas Akenine-Möller, Eric Haines, Naty Hoffman, Angelo Pesce, Michał Iwanicki, and Sébastien Hillaire, 1198 pages, from A K Peters/CRC Press, ISBN-13: 978-1138627000, ISBN-10: 1138627003, list price \$89.95 (Amazon \$76.02, Look inside; Kindle \$43.41 ...

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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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