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Rendering, Visualization and Rasterization Hardware



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Focus on Computer Graphics

Tutorials and Perspectives in Computer Graphics

Edited by W.T. Hewitt, R. Gnatz, and W. Hansmann



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Rendering, Visualization and Rasterization Hardware

With 100 Figures



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Preface

The material in this Sixth Eurographics Workshop on Graphics Hardware, Vienna, Austria, in conjunction with the Eurographics '91 Conference, was presented at the Sixth Eurographics Workshop on Graphics Hardware held on 1-2 September, 1991 in Vienna, Austria, in conjunction with the Eurographics '91 Conference. These workshops have been held on the latest developments in computer graphics.

The papers in this volume were revised and presented at the Sixth Eurographics Workshop on Graphics Hardware.

The book has five parts. The first part, edited by the Vice President and Chairman of the Eurographics Association, contains the first part of the book on “Issues and Directions in Computer Graphics Hardware”. The second part focuses on graphics systems: a half-day workshop on graphics simulation and silicon graphics systems. The third part focuses on two devices to facilitate the design of graphics papers on rasterized and vectorized triangular faces. The fourth part includes a program on the design of graphics on a parallel architecture.

The book is a testament to the progress of architectural and algorithmic graphics technology, newly developed and its application encourages further research and development.

I am very grateful to the planning of the workshop. I would like to thank Max Mehl from FH Technikum Wien, Technical University of Applied Sciences, for his local organization; the Eurographics Association for the book for publication; and the Springer-Verlag for the careful preparation of the book.

Stony Brook, New York
Spring 1993

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