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The ideas and software in this book show the reader how to design and employ a full-featured rendering system capable of creating stunning imagery. The author team of Matt Pharr, Greg Humphreys, and Pat Hanrahan garnered a 2014 Academy Award for Scientific and Technical Achievement from the Academy of Motion Picture Arts and Sciences based on impact the first and second editions of the book had on how movies are made.

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Physically Based Rendering: From Theory to Implementation (Third Edition): Authors: Matt Pharr and Greg Humphreys. This book (PBRT) is the book for learning about modern ray tracing techniques. It has a great website with full source code online for an advanced physically-based ray tracer.

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Physically based rendering (PBR) is an approach in computer graphics that seeks to render graphics in a way that more

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accurately models the flow of light in the real world. Many PBR pipelines have the accurate simulation of photorealism as their goal. Feasible and quick approximations of the bidirectional reflectance distribution function and rendering equation are of mathematical importance ...

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