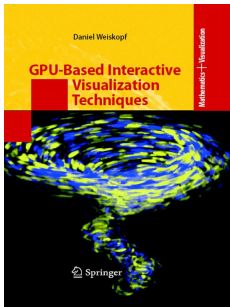


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GPU BASED INTERACTIVE VISUALIZATION TECHNIQUES EBOOKS 2019



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Scientific visualization has become an important tool for visual analysis in many scientific, engineering, and medical disciplines. This book focuses on efficient visualization techniques, which are the prerequisite for the interactive exploration of complex data sets. High performance is primarily achieved by devising algorithms for the fast graphics processing units (GPUs) of modern graphics hardware. Other aspects discussed in the book include parallelization on cluster computers with several GPUs, adaptive rendering methods, multi-resolution models, and non-photorealistic rendering techniques for visualization. Covering both the theoretical foundations and practical implementations of algorithms, this book provides the reader with a basis to understand and reproduce modern GPU-based visualization approaches.

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