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ersp e ctive wil l always make it b e aut iful.". The Gouraud shading model was in ven ted in 1971
[435]. Phong's specu- lar hi ghligh ting equat ion was in trod uced around 1975 [1014].

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Real-Time Rendering | Taylor & Francis Group

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).

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