

Image Rendering Tricks

Rob Cook, Pixar/CalTech

**Picture Debugging
Shading Tricks**

Loren Carpenter, Pixar

Painless Adaptive Subdivision

Turner Whitted, Numerical Design Limited

**High Quality Images on Micro-computers
Rendering Tools**

Roy Hall, Wavefront Technologies

**Hybrid Rendering Algorithms
Some Scattered Thoughts on Color**

Jim Blinn, JPL/CalTech

Advanced Chi-Ting

Appendixes

**Cook - Specular Shading Equation
Cook -Color Data
Clark - A Fast Curved Surface Display Algorithm
Blinn - Display of Curved Surfaces**