



# Visualization Toolkit: An Object-Oriented Approach to 3D Graphics, 4th Edition

*Will Schroeder, Ken Martin, Bill Lorensen*

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The theory and practice of visualization using the VTK Visualization Toolkit software. This textbook describes techniques for scalar, vector, and tensor field visualization, as well as texture-map based and modeling techniques. The book includes such important algorithms as color mapping, marching cubes, vector warping and coloring, polygon decimation and smoothing, streamline generation, modeling with implicit surfaces, boolean textures, hyperstreamlines, Delaunay triangulation, volume rendering and many more. Extensive descriptions of data structures and API's, and a succinct description of computer graphics for visualization are also covered. Each chapter contains complete references and exercises (the book is used in many college-level visualization and graphics courses), and algorithms are demonstrated using working VTK code (updated for VTK version 5 and published by Kitware).

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