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Peter Shirley (born 1963) is American computer scientist and computer graphics researcher. He is a Distinguished Scientist at NVIDIA and adjunct professor at the University of Utah in computer science. He has made extensive contributions to interactive photorealistic rendering. His textbook, Fundamentals of Computer Graphics, is considered one of the leading introductory texts on computer graphics and is currently in the fourth edition.

Peter Shirley - Wikipedia

Fundamentals of Computer Graphics (3rd ed.) by Peter Shirley. With contributions by Michael Ashikhmin, Michael Gleicher, Naty Hoffman, Garrett Johnson, Tamara Munzner, Erik Reinhard, Kelvin Sung, William B. Thompson, Peter Willemsen, Brian Wyvill.

Fundamentals of Computer Graphics (3rd ed.)

Fundamentals of Computer Graphics. Peter Shirley, Steve Marschner, Michael Ashikhmin. Taylor & Francis, Jul 21, 2009 - Computers - 752 pages. 1 Review. With contributions by Michael Ashikhmin...

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Fundamentals of Computer Graphics. Steve Marschner, Peter Shirley. CRC Press, Nov 18, 2015 - Computers - 734 pages. 0 Reviews. Drawing on an impressive roster of experts in the field, Fundamentals...

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