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Tomas Akenine-Möller joined NVIDIA Research in 2016, previously working at Intel and as a professor in computer graphics at Lund University, where he founded and built the computer graphics group there. His expertise is in real-time rendering, ray tracing, and graphics hardware.

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Based upon the description posted back in October on the Real-Time Rendering blog, this is a second printing (it's well over 2-1/8" thick - see the attached photo of the spine). Thus far I've had 3 pages fall out after leafing through the first chapter, including a page in the table of contents and the first page of Chapter 1.

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