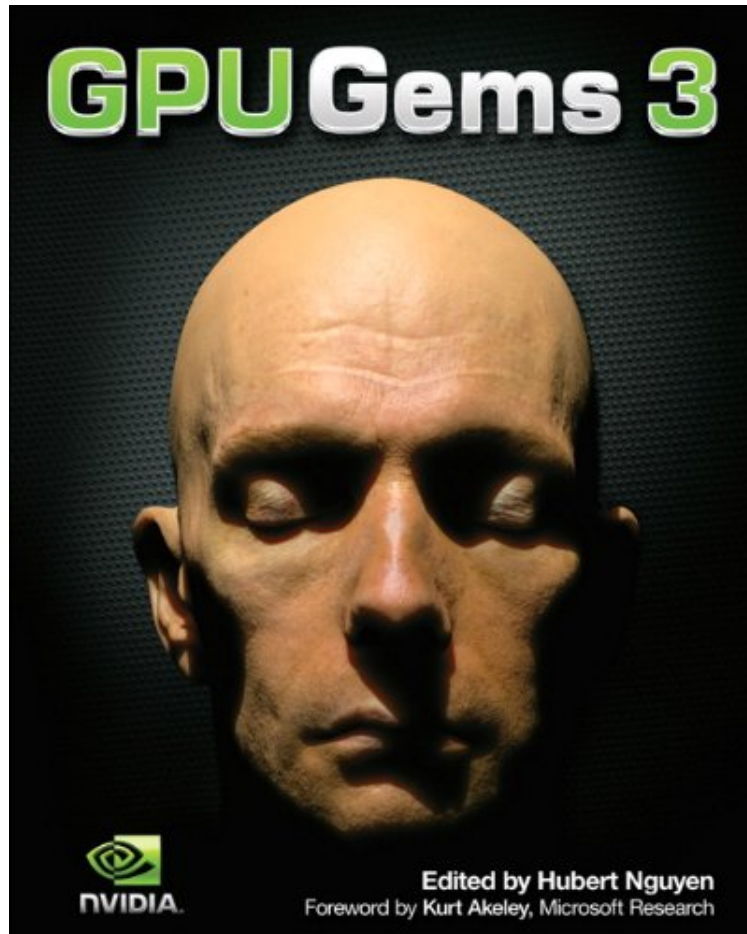


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GPU Gems 3: Programming Techniques for High-Performance Graphics and General-Purpose Computation

Von Hubert Nguyen

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Von Hubert Nguyen : GPU Gems 3: Programming Techniques for High-Performance Graphics and General-Purpose Computation before purchasing it in order to gage whether or not it would be worth my time, and all praised GPU Gems 3: Programming Techniques for High-Performance Graphics and General-Purpose Computation:

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KurzbeschreibungThe GPU Gems series features a collection of the most essential algorithms required by Next-Generation 3D Engines. Martin Mittring, Lead Graphics Programmer, Crytek This third volume of the best-selling GPU Gems series provides a snapshot of today's latest Graphics Processing Unit (GPU) programming techniques. The programmability of modern GPUs allows developers to not only distinguish themselves from one another but also to use this awesome processing power for non-graphics applications, such as physics simulation, financial analysis, and even virus detectionparticularly with the CUDA architecture. Graphics remains the leading application for GPUs, and readers will find that the latest algorithms create ultra-realistic characters, better lighting, and post-rendering compositing effects. Major topics include Geometry Light and Shadows Rendering Image Effects Physics Simulation GPU Computing Contributors are from the following corporations and universities: 3DfactoAdobe SystemsAppleBudapest University of Technology and EconomicsCGGVeritasThe Chinese University of Hong KongCornell UniversityCrytekCzech Technical University in PragueDartmouth CollegeDigital Illusions Creative EntertainmentEindhoven University of TechnologyElectronic ArtsHavokHelsinki University of TechnologyImperial College LondonInfinity WardJuniper NetworksLaBRIINRIA, University of Bordeauxmental imagesMicrosoft ResearchMove InteractiveNCsoft CorporationNVIDIA CorporationPerpetual EntertainmentPlaylogic Game FactoryPolytimeRainbow StudiosSEGA CorporationUFRGS (Brazil)Ulm UniversityUniversity of California, DavisUniversity of Central FloridaUniversity of CopenhagenUniversity of GironaUniversity of Illinois at Urbana-ChampaignUniversity of North Carolina Chapel HillUniversity of TokyoUniversity of Waterloo Section Editors include NVIDIA engineers: Cyril Zeller, Evan Hart, Ignacio Castao, Kevin Bjorke, Kevin Myers, and Nolan Goodnight. The accompanying DVD includes complementary examples and sample programs.

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