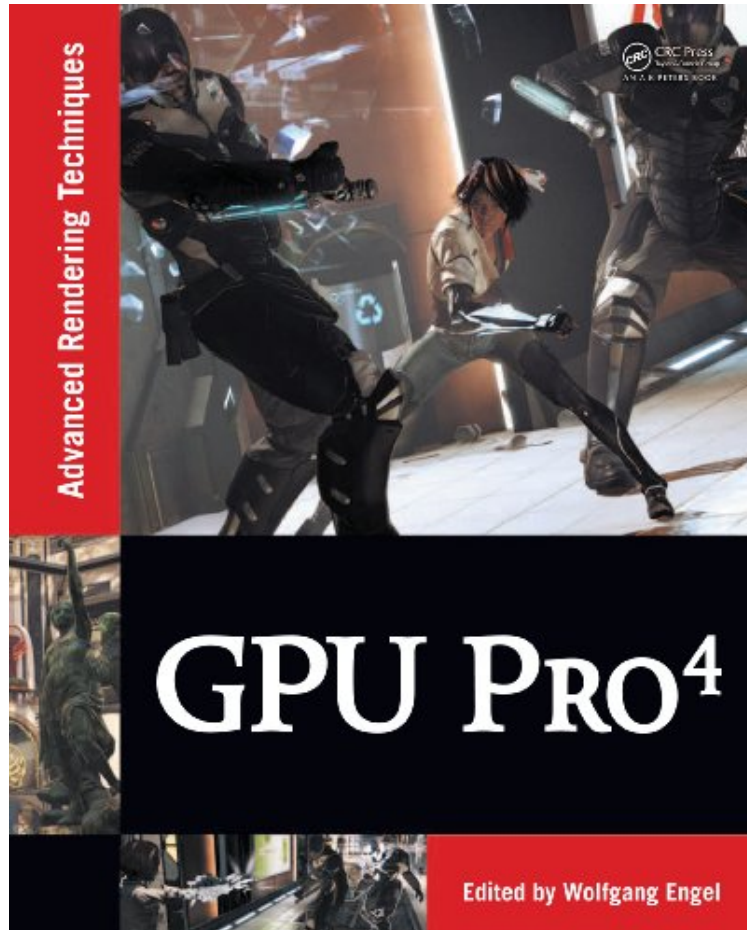


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GPU Pro 4: Advanced Rendering Techniques

Von A K Peters/CRC Press

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Von A K Peters/CRC Press : GPU Pro 4: Advanced Rendering Techniques before purchasing it in order to gage whether or not it would be worth my time, and all praised GPU Pro 4: Advanced Rendering Techniques:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Gutes Buch, mit paar FehlernVon GKDas Buch und die darin beschriebenen Techniken sind sehr aktuell und von guten Nutzen wenn man im Bereich Spiele/Simulation zu tun hat. Leider finden sich einige fluechtigkeitsfehler in Diagrammen oder auch im Text. Diese sind aber meistens recht einfach als solche zu erkennen.

KurzbeschreibungGPU Pro4: Advanced Rendering Techniques presents ready-to-use ideas and procedures that can help solve many of your day-to-day graphics programming challenges. Focusing on interactive media and games, the book covers up-to-date methods for producing real-time graphics.Section editors Wolfgang Engel, Christopher Oat,

Carsten Dachsbacher, Michal Valient, Wessam Bahnassi, and Sebastien St-Laurent have once again assembled a high-quality collection of cutting-edge techniques for advanced graphics processing unit (GPU) programming. Divided into six sections, the book begins with discussions on the ability of GPUs to process and generate geometry in exciting ways. It next introduces new shading and global illumination techniques for the latest real-time rendering engines and explains how image space algorithms are becoming a key way to achieve a more realistic and higher quality final image. Moving on to the difficult task of rendering shadows, the book describes the state of the art in real-time shadow maps. It then covers game engine design, including quality, optimization, and high-level architecture. The final section explores approaches that go beyond the normal pixel and triangle scope of GPUs as well as techniques that take advantage of the parallelism of modern graphic processors in a variety of applications. Useful to beginners and seasoned game and graphics programmers alike, this color book offers practical tips and techniques for creating real-time graphics. Example programs and source code are available for download on the books CRC Press web page. The directory structure of the online material closely follows the book structure by using the chapter numbers as the name of the subdirectory.

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ber den Autor und weitere Mitwirkende Wolfgang is working in Rockstar's core technology group as the lead graphics programmer. He is the editor of the ShaderX books, the author of several other books and loves to talk about graphics programming. He is also a MVP DirectX since July 2006 and active in several advisory boards in the industry.