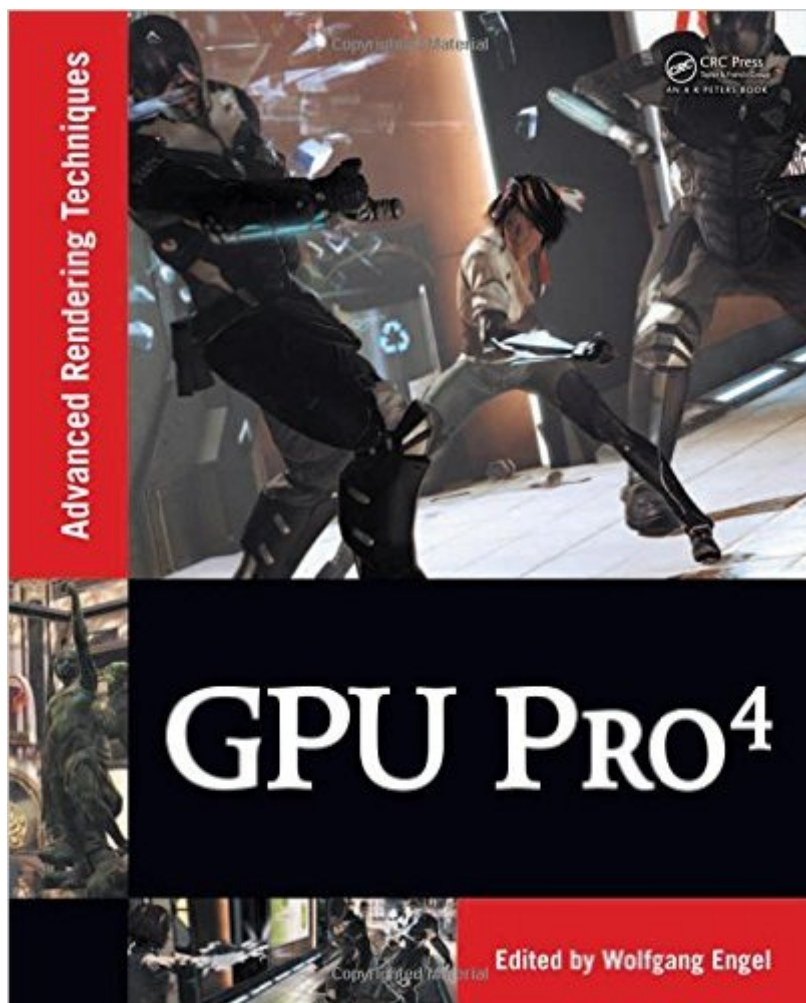The book was found

GPU Pro 4: Advanced Rendering Techniques

Synopsis

GPU 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 bookâ ™s 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.

Book Information

Hardcover: 382 pages

Publisher: A K Peters/CRC Press (April 26, 2013)

Language: English

ISBN-10: 1466567430

ISBN-13: 978-1466567436

Product Dimensions: 7.6 x 0.8 x 9.4 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

Best Sellers Rank: #1,150,288 in Books (See Top 100 in Books)   #57 inÂ Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing   #840 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming   #2097 inÂ Books > Computers &

Customer Reviews

back to old days, when i jumped in game development, shader x1,2,3 guided me.after x5, the tech in these book seems to cutting edge if i wanna use these in my daily working.whatever i still encourage you reading it!sorry my native language is not english.

GPU Pro 4: Advanced Rendering Techniques GPU PRO 3: Advanced Rendering Techniques GPU Pro: Advanced Rendering Techniques GPU Computing Gems Emerald Edition (Applications of GPU Computing Series) Go Pro Camera: Video editing for Beginners: How to Edit Video in Final Cut Pro and Adobe Premiere Pro Step by Step Advanced Animation and Rendering Techniques ShaderX5: Advanced Rendering Techniques ShaderX4: Advanced Rendering Techniques CUDA by Example: An Introduction to General-Purpose GPU Programming, Portable Documents The CUDA Handbook: A Comprehensive Guide to GPU Programming Accelerating MATLAB with GPU Computing: A Primer with Examples Podcasting Like a Pro with GarageBand '11 (The Down & Dirty Series): Configuring GarageBand '11 for advanced podcast recording and universal production techniques for other platforms. Architectural Rendering Techniques: Color Reference Apple Pro Training Series: Soundtrack Pro Apple Pro Training Series: Logic Pro 8 and Logic Express 8 The Complete Beginners Guide to Mac OS X El Capitan: (For MacBook, MacBook Air, MacBook Pro, iMac, Mac Pro, and Mac Mini) Apple Pro Training Series: Final Cut Pro X (2nd Edition) iPad Pro Guide: The Ultimate Guide for iPad Pro, iPad & iPad mini Microsoft Surface Pro 4 & Microsoft Surface Book: The Beginner's Guide to Microsoft Edge, Cortana & Mail App on Microsoft Surface Pro 4 & Microsoft Surface Book Apple Pro Training Series: Final Cut Pro X 10.2: Professional Post-Production