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rendering, Virtual
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Paperback – 15 May
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The upcoming book will cover advanced rendering techniques and newer applications for the GPU with any API available. It will include topics on Geometry Manipulation; Mobile Devices; Image Space; Shadows; 3D Engine Design; Tools;

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Engel, Charles River
Media, March 2009
(Table of Contents,
errata). GPU Pro:
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ShaderX 8), edited by
Wolfgang Engel, A.K.
Peters, July 2010,
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Amazon.com: GPU
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Rendering Techniques

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Similarly to Wolfgang's previous books, GPU Zen is targeted to the advanced graphics programmer audience. I find this book really great because it offers a wide range of technical information on many

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media and games the
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geometry manipulation,
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Rendering
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Crowd Simulation by
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Source code at: <https://github.com/wolfgangfengel/GPUZen>

This book focuses on advanced rendering techniques that run on the DirectX and/or OpenGL run-time with any shader language available. It includes

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articles on the latest and greatest techniques in real-time rendering, including MLAA, adaptive volumetric shadow maps, light propagation volumes, wrinkle animations, and much more. The book emphasizes techniques for handheld programming to reflect the increased importance of graphics

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on mobile devices. It covers geometry manipulation, effects in image space, shadows, 3D engine design, GPGPU, and graphics-related tools. Source code and other materials are available for download on the book's CRC Press web page.

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applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has

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been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May

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PC Gamer Magazine ,
February 2009

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developments in
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code are also provided
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Focusing on Direct3D
8.x, this book shows a
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specialized vertex and
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programming tricks
from industry experts.

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Written by an expert in the game industry, Christer Ericson's new book is a comprehensive guide to the components of efficient real-time collision detection systems. The book provides the tools and know-how needed to implement industrial-strength collision detection for the highly detailed dynamic

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Rendering and distance tests for both simple and complex geometric shapes. Sections on vector and matrix algebra provide the background for advanced topics such as Voronoi regions, Minkowski sums, and linear and quadratic programming. Of utmost importance to programmers but rarely

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discussed in this much detail in other books are the chapters covering numerical and geometric robustness, both essential topics for collision detection systems. Also unique are the chapters discussing how graphics hardware can assist in collision detection computations and on advanced optimization

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for modern computer architectures. All in all, this comprehensive book will become the industry standard for years to come.

This book is a must-have for anyone serious about rendering in real time. With the announcement of new ray tracing APIs and hardware to support

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