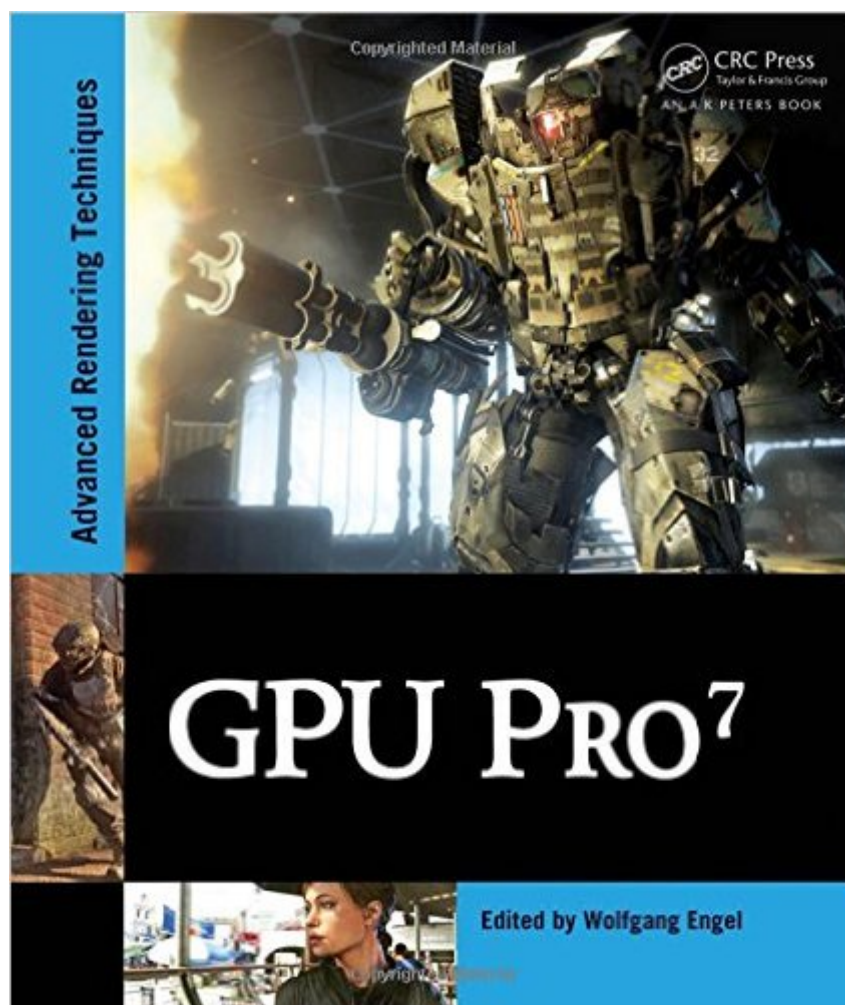The book was found

GPU Pro 7: Advanced Rendering Techniques

Synopsis

The latest edition of this bestselling game development reference offers proven tips and techniques for the real-time rendering of special effects and visualization data that are useful for beginners and seasoned game and graphics programmers alike. Exploring recent developments in the rapidly evolving field of real-time rendering, GPU Pro 7: Advanced Rendering Techniques assembles a high-quality collection of cutting-edge techniques for advanced graphics processing unit (GPU) programming. It incorporates contributions from more than 30 experts who cover the latest developments in graphics programming for games and movies. The book covers advanced rendering techniques that run on the DirectX or OpenGL runtimes, as well as on any other runtime with any language available. It details the specific challenges involved in creating games across the most common consumer software platforms such as PCs, video consoles, and mobile devices. The book includes coverage of geometry manipulation; rendering techniques, handheld devices programming, effects in image space, lighting, 3D engine design, graphics-related tools, and environmental effects. It also includes a dedicated section on general purpose GPU programming that covers CUDA and DirectCompute examples. In color throughout, GPU Pro 7 presents ready-to-use ideas and procedures that can help solve many of your daily graphics programming challenges. Example programs with downloadable source code are also provided on the bookâ ™s CRC Press web page.

Book Information

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Customer Reviews

Excellent information. Great layout. Relevant supporting graphics.I'm just not sure who the target audience is.The topics covered in this book are all highly specialized. As such the examples address specific problems and the knowledge gained from their implementation tends to be just as specialized. The type of programmer who goes asking the questions answered in this book doesn't need this book. Even advanced engine developers may only find a chapter or two relevant to their work.GPU Pro seems to be a collection of industry whitepapers with the programmer art replaced by graphics designers. Having read some of the original research that this book references I can't help but think aspiring programmers with a specific question in mind would be better served just asking their favorite search engine.Each chapter being written by a different person is indicative of this book's audience issue. The examples referenced were written by programmers from varying disciplines and teams trying to solve wildly differing problems and then compiled together. Even large cross-disciplinary projects will likely only utilize a small subset of the knowledge presented with the rest remaining unread.As the title suggests if you don't know what to ask and are looking for an overview about shader development, GPU programming, or rendering pipelines, this book is not for you.

As with previous books - low quality of public sample code. And and some articles promise sample code, which is not present on public sample code sit on github. Editors' slovenliness as is in many other books of this type.

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