



GPU Pro: Advanced Rendering Techniques

Wolfgang Engel

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Description

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Features

- Presents tips and tricks on how to render real-time special effects and visualize data on common consumer-level hardware platforms, such as PCs, video consoles, and mobile phones
- Covers specific challenges involved in creating games on these hardware platforms
- Explores the latest developments in the rapidly changing field of real-time rendering
- Takes a practical approach that helps graphics programmers solve their daily challenges
- Offers example programs with source code

Summary

This book covers essential tools and techniques for programming the graphics processing unit. Brought to you by Wolfgang Engel and the same team of editors who made the ShaderX series a success, this volume covers advanced rendering techniques, engine design, GPGPU techniques, related mathematical techniques, and game postmortems. A special emphasis is placed on handheld programming to account for the increased importance of graphics on mobile devices, especially the iPhone and iPod touch.

Example programs and source code can be downloaded from the book's CRC Press web page.