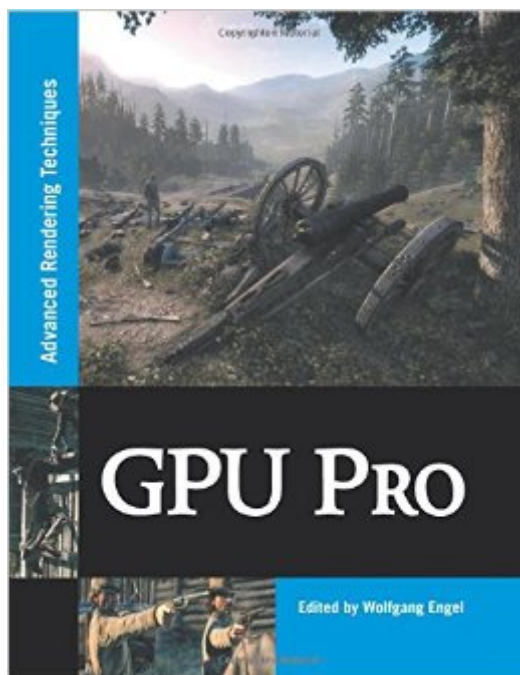


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# GPU Pro: Advanced Rendering Techniques



## Synopsis

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.

## Book Information

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well, this book delivers the latest game programming technology in a way that is understandable for everyone, even the beginners. it covers various topics like adaptive instanced tessellation, sub-surface scattering and sub-screen ambient and directional occlusion. the book also contains example shaders and other very useful material, which is also available from the internet, though one without experience wouldnt understand the examples without the book. With 700+ pages it is definitely the most wanted book for advanced game programmers, even if we consider its fairly high price ~70\$.

GPU Pro: Advanced Rendering Techniques offers professional programmers keys to advanced engine design and rendering techniques, includes related math techniques and discusses the game world in relation to handheld programming and graphics on mobile devices. Any programmer working with game structures will find this covers the latest iPhone and iPod touch systems, and covers topics ranging from displacement mapping with high blending to optimization strategies. Recommended for collections catering to advanced gaming programmers.

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