GPU PRO 3: Advanced Rendering Techniques
GPU Pro3, the third volume in the GPU Pro book series, offers practical tips and techniques for creating real-time graphics that are useful to beginners and seasoned game and graphics programmers alike. Section editors Wolfgang Engel, Christopher Oat, Carsten Dachsbacher, Wessam Bahnassi, and Sebastien St-Laurent have once again brought together a high-quality collection of cutting-edge techniques for advanced GPU programming. With contributions by more than 50 experts, GPU Pro3: Advanced Rendering Techniques covers battle-tested tips and tricks for creating interesting geometry, realistic shading, real-time global illumination, and high-quality shadows, for optimizing 3D engines, and for taking advantage of the advanced power of the GPGPU. Sample programs and source code are available for download on the book’s CRC Press web page.

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the content becomes more boardly. Its a double-edged sword. Which means if you are focus on lighting, X1 whole book tell you the story while pro3 just a chapter. In other opinion, the book changed from a pratice book to a window to open your sight. Actually i'd love the old day x-Series because it helped me directly in my work. Maybe next series can become more practical technology more than now.

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