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Gpu Zen Advanced Rendering Techniques

Exploring recent developments in the rapidly evolving field of game real-time rendering, GPU Zen assembles a high-quality collection of cutting-edge contributions for programming the GPU. GPU Zen includes coverage of the areas of geometry manipulation, lighting, general rendering, screen-space techniques, Virtual Reality and general compute tasks.

GPU Zen: Advanced Rendering

Techniques Paperback – 15 May 2017

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Techniques for programming the GPU. GPU Zen includes coverage of the areas of geometry manipulation, lighting, general rendering, screen-space techniques, Virtual Reality and general compute tasks.

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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; General Purpose Compute GPU programming (CUDA, Compute, OpenCL) Machine Learning algorithms; Crypto Currency Mining GPU optimizations

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ShaderX 7: Advanced Rendering
Techniques, edited by Wolfgang Engel,
Charles River Media, March 2009 (Table
of Contents, errata). GPU Pro: Advanced
Rendering Techniques (was: ShaderX 8),
edited by Wolfgang Engel, A.K. Peters,
July 2010, (Table of Contents and source
code, more information).

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Amazon.com: GPU Zen: Advanced Rendering Techniques ...

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 real time rendering techniques.

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Tracing by Rahul Sathe, Holger Gruen,

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Lighting (Carsten Dachsbacher)
1. Stable

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Indirect Illumination by Louis Bavoil and Holger Gruen 2. Participating Media Using Extruded Light Volumes by Nathan Hoobler, Andrei Tatarinov and Alex Dunn Rendering (Mark Chatfield) 1. Deferred+ by Hawar Doghramachi and Jean-Normand Bucci 2. Programmable Per-pixel Sample Placement with Conservative Rasterizer by Rahul P. Sathe 3. Mobile Toon Shading by Felipe Lira, Flvio Villalva, Jesus Sosa, Klverson Paixo and Tefilo Dutra 4. High-Quality GPU-efficient Image Detail Manipulation by Kin-Ming Wong and Tien-Tsin Wong 5. Real-Time Linear-Light Shading with Linearly Transformed Cosines by Eric Heitz and Stephen Hill 6. Profiling and Optimizing WebGL Application Using Google Chrome by Gareth Morgan Screen-Space (Wessam Bahnassi) 1. Scalable Adaptive SSAO by Filip Strugar 2. Robust Screen Space Ambient Occlusion by

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Wojciech Sterna 3. Practical Gather-based Bokeh Depth of Field by Wojciech Sterna
Virtual Reality (Eric Haines) 1. Efficient Stereo and VR Rendering by Iigo Quilez
2. Understanding, Measuring, and Analyzing VR Graphics Performance by James Hughes, Reza Nourai, and Ed Hutchins
Compute (Wolfgang Engel) 1. Optimizing the Graphics Pipeline with Compute by Graham Wihlidal
2. Real Time Markov Decision Processes for Crowd Simulation by Sergio Ruiz and Benjamn Hernandez
Source code at: <https://github.com/wolfgangfengel/GPUZen>

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

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Techniques
rapidly evolving field of real-time rendering, GPU Pro 7: Advanc

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 Pro6: 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 45 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

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Techniques
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, shadows, 3D engine design, graphics-related tools, and environmental effects. It also includes a dedicated section on general purpose GPU programming that covers CUDA, DirectCompute, and OpenCL examples. In color throughout, GPU Pro6 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 book's CRC Press web page.

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Important elements of games, movies, and other computer-generated content, shadows are crucial for enhancing realism and providing important visual cues. In recent years, there have been notable improvements in visual quality and speed, making high-quality realistic real-time shadows a reachable goal. Real-Time Shadows is a comprehensive guide to the theory and practice of real-time shadow techniques. It covers a large variety of different effects, including hard, soft, volumetric, and semi-transparent shadows. The book explains the basics as well as many advanced aspects related to the domain of shadow computation. It presents interactive solutions and practical details on shadow computation. The authors compare various algorithms for creating real-time shadows and illustrate how they are used in different situations.

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They explore the limitations and failure cases, advantages and disadvantages, and suitability of the algorithms in several applications. Source code, videos, tutorials, and more are available on the book's website www.realtimeshadows.com.

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other 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

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used in the book available for download for fair use.:Download Figures. Reviews Rendering has 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 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the

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Incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

This book focuses on advanced rendering techniques that run on the DirectX and/or OpenGL run-time with any shader language available. It includes 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 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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Wolfgang Engel's GPU Pro 360 Guide to Rendering gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers rendering. This volume is complete with 32 articles by leading programmers that focus on the ability of graphics processing units to process and generate rendering in exciting ways. GPU Pro 360 Guide to Rendering is comprised of ready-to-use ideas and efficient procedures that can help solve many rendering programming challenges that may arise.

This updated edition describes both the mathematical theory behind a modern photorealistic rendering system as well as its practical implementation. Through the ideas and software in this book, designers will learn to design and employ a full-

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Techniques featured rendering system for creating stunning imagery. Includes a companion site complete with source code for the rendering system described in the book, with support for Windows, OS X, and Linux.

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