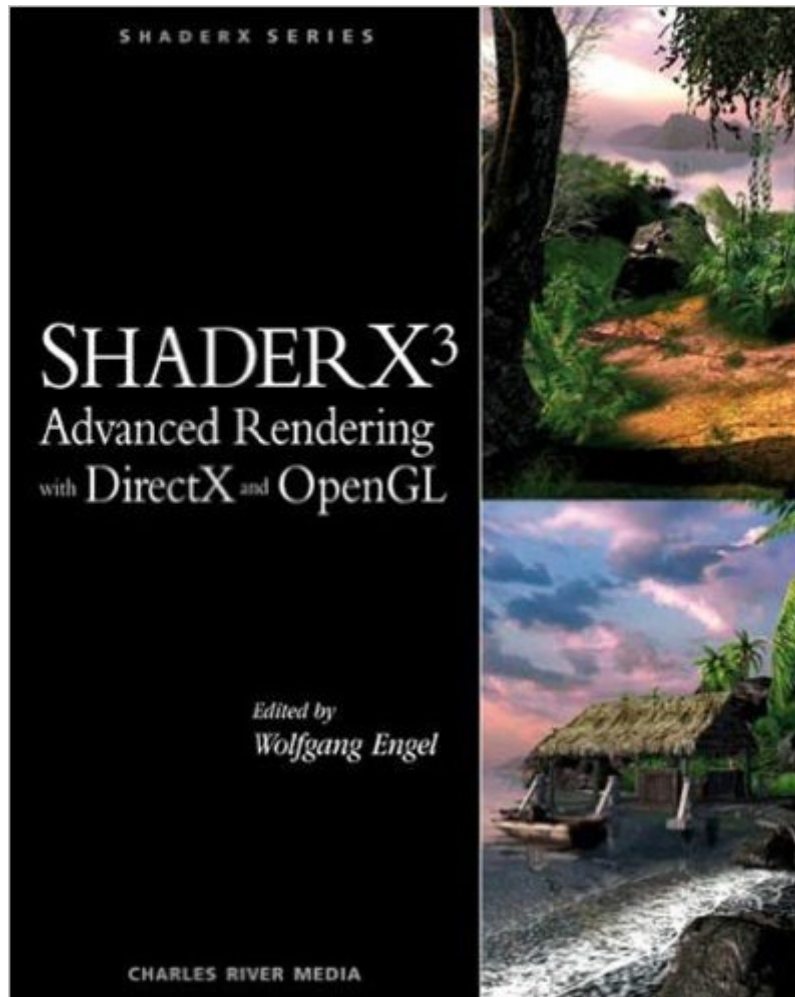


The book was found

ShaderX3: Advanced Rendering With DirectX And OpenGL (Charles River Media Graphics)



Synopsis

Welcome to the latest volume of ShaderX! This all-new collection is packed with insightful new techniques, innovative approaches to common problems, and practical tools and tricks that will help you in all areas of shader programming. All of the articles evolved from the work and experiences of industry pros, and all of the sections were edited by shader programming experts. With the rapid advances in DirectX, OpenGL, and graphics cards, vertex and pixel shaders are becoming more widely used in high-end graphics and game development. The challenges of mastering these techniques can be daunting for new programmers, but with this comprehensive collection of ready-to-use techniques, they'll get up to speed quickly. And for the more experienced programmers, they'll find insights and tricks that will improve their efficiency and prevent redundancy. If you are involved in shader programming, this is a must-have reference for your collection.

Book Information

Series: Charles River Media Graphics

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (6 customer reviews)

Best Sellers Rank: #2,093,170 in Books (See Top 100 in Books) [#32 in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) [#73 in Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL](#) [#96 in Books > Computers & Technology > Graphics & Design > Rendering & Ray Tracing](#)

Customer Reviews

Its hard for me to treat the books of this series separately (ShaderX 3, ShaderX 4, ShaderX 5). They are all very good books of GPU-Gems level or higher. In comparison with GPU Gems, they are more academic, i. e. they are rather short and more applicable to wide range of applications then GPU Gems ones (while GPU Gems series is more scientific, state of the art, considering one particular research) and the accompanying CD is much more better (lots of working examples, most

with source code). Sections (Image-Space, Shadows) are also very helpful to figure out what is useful for you. This series is not for beginners anyway, so please, go Cg Tutorial or DX SDK Tutorial and don't put 2 or 3 marks for these books because you can't cope with them.

I've bought many other rendering books like GPU Gems series, and I think this book is more practical for game developers compared with the other books. It explains many useful algorithms in good details and covers many aspects that a serious game developer should consider. As a game engine programmer, I think this book is a very good reference for me.

great book

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