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"Synopsis GPU Gems has won a prestigious Front Line Award from Game Developer Magazine. The Front Line Awards recognize products that enable faster and more efficient game development, advancing the state of the art. FULL COLOR THROUGHOUT! 'This collection of articles is particularly impressive for its depth and breadth. The book includes product-oriented case studies, previously unpublished state-of-the-art research, comprehensive tutorials, and extensive code samples and demos throughout.' --Eric Haines, Author of Real-Time Rendering'GPU Gems is a cool toolbox of advanced graphics techniques. Novice programmers and graphics gurus alike will find the Gems practical, intriguing and useful.' --Tim Sweeney, Lead Programmer of Unreal at Epic Games GPU Gems is a compilation of articles covering practical real-time graphics techniques arising from the research and practice of cutting-edge developers. It focuses on the programmable graphics pipeline available in today's graphics processing units (GPUs) and highlights quick and dirty tricks used by leading developers, as well as fundamental, performance-conscious techniques for creating advanced visual effects. The contributors and editors, collectively, bring countless years of experience to enlighten and propel the reader into the fascinating world of programmable real-time graphics. Major topics covered include: \*Natural effects\*Lighting and shadows\*Materials\*Image processing\*Performance and practicalities\*Beyond triangles Contributors are from the following universities and corporations: \*Alias Systems\*Brown University\*Croteam\*Cyan Worlds\*Hochschule Bremen\*Industrial Light & Magic\*iXBT.com\*Monolith Productions\*New York University\*Novarama\*NVIDIA\*Paralelo Computacao\*Piranha Bytes\*Pixar Animation Studios\*Siemens Medical Solutions\*Softimage Co.\*Softlab-NSK\*Sony Pictures Imageworks\*Stanford University\*UC Davis\*UNC-Chapel Hill\*Universitat Pompeu Fabra\*University of Utah\*University of Waterloo The accompanying CD-

ROM includes complementary examples and sample programs. Über den Autor und weitere Mitwirkende Randima (Randy) Fernando is Manager of Developer Education at NVIDIA. Alle Produktbeschreibungen"

**Gpu gems programming techniques tips and tricks for real time graphics edited by randima fernando a addison wesley boston san francisco new york toronto montreal london munich paris madrid capetown sydney tokyo singapore mexico city** techniques tips and tricks for real time graphics gpu gems is hard bound 816 pages and in full color throughout with over 300 diagrams and screenshots it was released at gdc 2004 and is now available for purchase. Gpu gems is a timely book as the gpu programming field is young and vibrant and many developers are reinventing the same techniques again and again this volume contains straightforward applications of known techniques to a structure more amenable to gpu execution as well as innovative new algorithms and effects that were not previously possible.

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**Cg short for c for**

**graphics is a high level shading language developed by nvidia for programming vertex and pixel shaders cg is based on the c programming language and although they share the same syntax some features of c were modified and new data types were added to make cg more suitable for programming graphics processing units this language is only suitable for gpu programming and is**

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pilation of articles  
covering practical  
real time graphics  
techniques arising  
from the research**

**and practice of  
cutting edge  
developers it focuses  
on the  
programmable  
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dirty tricks used by  
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gdc 2004 and entered its second printing just weeks after being published we have decided to produce a second gpu.

**About the cover the vulcan character was created by the nvidia demo team to showcase the rendering power of the geforce fx 5900 gpu the demo shows off realistic fire smoke and glow using volumetric texturing render to texture techniques and post processing as well as next generation lighting and shadowing with multiple light sources**

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**Gpu gems edited by randima fernando is a collection of white papers describing techniques and practical applications useful in today s programmable graphical processing units the full color hardcover text is 816 pages and includes a cd rom that includes working demos and source for most of the articles presented in the book**

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