

Gpu Pro 5 Advanced Rendering Techniques

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GPU Pro 5: Advanced Rendering Techniques—9781482208634—

In GPU Pro5: Advanced Rendering Techniques, section editors Wolfgang Engel, Christopher Oat, Carsten Daehsbacher, Michal Valient, Wessam Bahnassi, and Marius Bjorge have once again assembled a high-quality collection of cutting-edge techniques for advanced graphics processing unit (GPU) programming. Divided into six sections, the book covers rendering, lighting, effects in image space, mobile devices, 3D engine design, and compute.

GPU Pro 5: Advanced Rendering Techniques—1st Edition—

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GPU Pro 5: Advanced Rendering Techniques by Wolfgang Engel

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GPU Pro 5: Advanced Rendering Techniques—Wolfgang Engel—

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AMD Radeon™ ProRender—AMD

GPU Pro 5 : Advanced Rendering Techniques, Hardcover by Engel, Wolfgang (EDT), ISBN 1482208636, ISBN-13 9781482208634, Brand New, Free shipping in the US Computer scientists working with games and other graphics applications describe using the latest version of a popular graphics processing unit. They cover rending, lighting and shading, image space, mobile devices, three-dimensional engine design, and computing.

GPU Pro 5: Advanced Rendering Techniques (2014, Hardcover)—

In GPU Pro5: Advanced Rendering Techniques, section editors Wolfgang Engel, Christopher Oat, Carsten Daehsbacher, Michal Valient, Wessam Bahnassi, and Marius Bjorge have once again assembled a high-quality collection of cutting-edge techniques for advanced graphics processing unit (GPU) programming. Divided into six sections, the book covers rendering, lighting, effects in image space, mobile devices, 3D engine design, and compute.

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