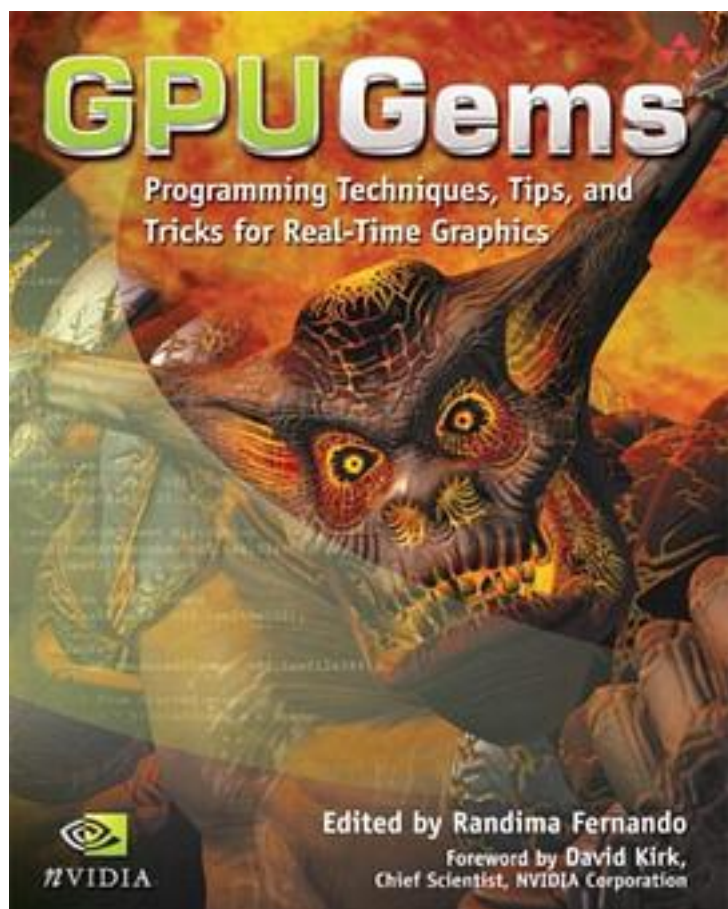


GPU Gems



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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includes product-oriented case studies, previously unpublished state-of-the-art research, comprehensive tutorials, and extensive code samples and demos throughout."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.

作者介绍:

费尔南多(Randima Femando)从8岁起就爱上了计算机图形学。现在在NVIDIA的技术开发组工作，同时教授开发者如何利用最新的图形处理技术(GPU)。费尔南多在康奈尔大学获得了计算机科学学士学位和计算机图形学硕士学位。他已经在SigGraph上发表过文章，与Mark Kilgard合著The CG Tutorial: The Definitive Guide to Programmable Real-Time Graphics。 .

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标签

图形学

GPU

游戏开发

graphics

计算机图形学

CG

编程

计算机

评论

很有趣～感谢某人用这本书砸我～

雪特，看到头晕

翻译差得一B！

图形学教材，但是概念较多，看不懂居多。

GPU开发之经典

力荐此书，事实上我觉得它比后两部更值得一读

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书评

如果豆瓣允许我给半颗星，我恨不得给半颗。通篇翻译连google自动翻译都不如。我怀疑翻译者不是没有专业知识，而是连最基本的语言能力都不具备。翻译的不学术可以，但是语句不通就很奇怪了，这是怎么审核的过的？难道出版社的人也欠缺语言天赋么？60页图下注释：朝向光偏...

花了几百大洋及两个月的时间从美国亚马逊买的，质量必然比该系列的前两本中文版好太多。
这个系列的书有一定高度，涉及到的技术细节不多，更主要的是从方法和思路的角度去诠释CG中的各种热门话题。可惜自97年出了这第三卷以来，nVidia再没继续出了~是何原因

非常不错的一本，也是我记忆最深刻的一本书 该系列针对shader和gpu的内容比较多 建议喜欢华丽效果或者对于cpu负荷太重的问题，应该可以从这本书得到一些启发
这本书现在可以从NVIDIA的网站上可以直接看到在线版

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