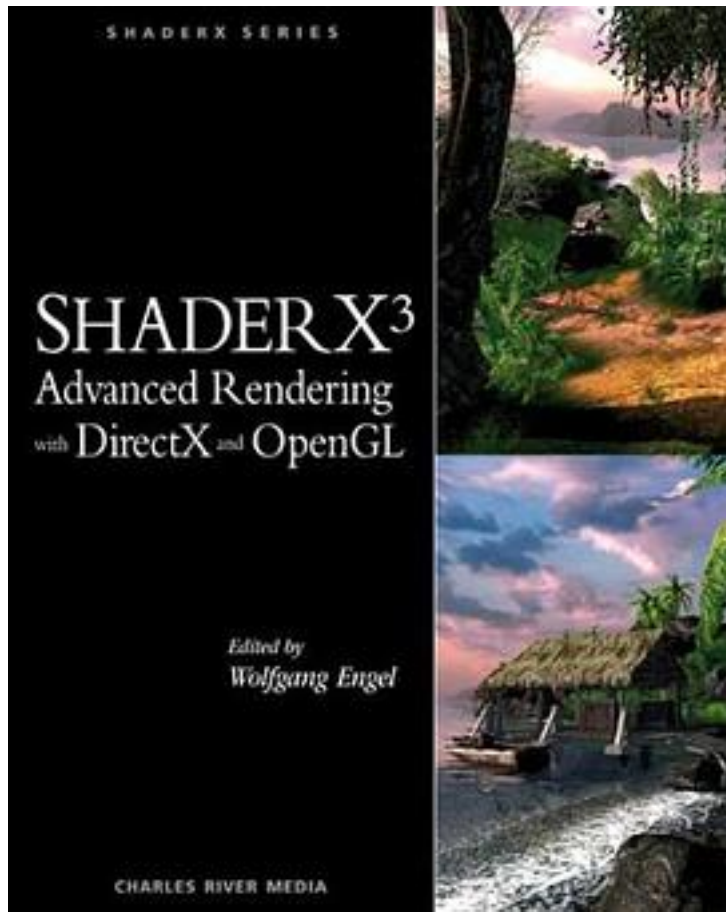# ShaderX3 Advanced Rendering with DirectX and OpenGL

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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.

作者介绍:

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标签

shader

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评论

还可以，有几篇文章还挺不错的，http://www.douban.com/note/234545708/
这里记录了几篇我比较感兴趣的。

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书评

是我在3D学习中重要的一本书
该书系列的内容比较泛，也是该系列的一大特色，每本书里都会有各个领域的高手贡献
顶尖想法，也许有部分内容你现在用不到，不过随着硬件发展，肯定还会用到的。

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