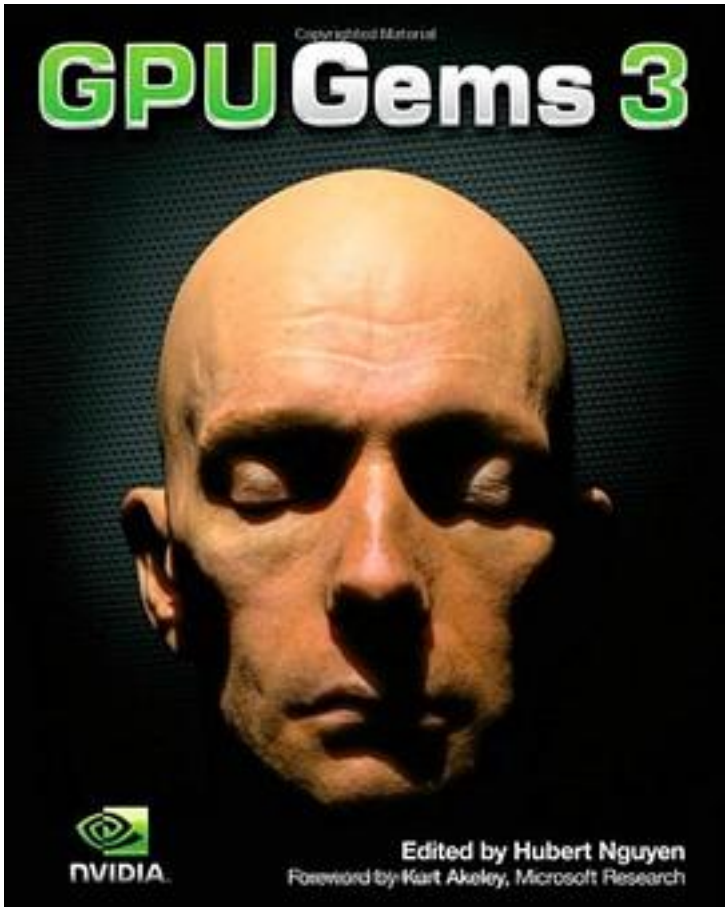
# GPU Gems 3

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"The GPU Gems series features a collection of the most essential algorithms required by Next-Generation 3D Engines." --Martin Mittring, Lead Graphics Programmer, Crytek This third volume of the best-selling GPU Gems series provides a snapshot of today's latest Graphics Processing Unit (GPU) programming techniques. The programmability

of modern GPUs allows developers to not only distinguish themselves from one another but also to use this awesome processing power for non-graphics applications, such as physics simulation, financial analysis, and even virus detection--particularly with the CUDA architecture. Graphics remains the leading application for GPUs, and readers will find that the latest algorithms create ultra-realistic characters, better lighting, and post-rendering compositing effects. Major topics include * Geometry * Light and Shadows * Rendering * Image Effects * Physics Simulation * GPU Computing Contributors are from the following corporations and universities: 3Dfacto Adobe Systems Apple Budapest University of Technology and Economics CGGVeritas The Chinese University of Hong Kong Cornell University Crytek Czech Technical University in Prague Dartmouth College Digital Illusions Creative Entertainment Eindhoven University of Technology Electronic Arts Havok Helsinki University of Technology Imperial College London Infinity Ward Juniper Networks LaBRI--INRIA, University of Bordeaux mental images Microsoft Research Move Interactive NCsoft Corporation NVIDIA Corporation Perpetual Entertainment Playlogic Game Factory Polytime Rainbow Studios SEGA Corporation UFRGS (Brazil) Ulm University University of California, Davis University of Central Florida University of Copenhagen University of Girona University of Illinois at Urbana-Champaign University of North Carolina Chapel Hill University of Tokyo University of Waterloo Section Editors include NVIDIA engineers: Cyril Zeller, Evan Hart, Ignacio Castano, Kevin Bjorke, Kevin Myers, and Nolan Goodnight. The accompanying DVD 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

GPU

图形学

计算机图形学

graphics

游戏开发

Game

计算机

parallel

## 评论

CUDA编程的宝典

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说读过有点惭愧，就是大概翻过。每次翻的时候就感叹我要是都会就好了。

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慢慢啃吧

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计算机图形学这个系列十一本，每本都是经典，慢慢啃吧。

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读过此书不下十遍，从2012年购买下来，到2017，我再次翻阅，觉得有些章节还是写的不错的，比如对于渲染人脸的次表面散射一个章节，对于渲染阴影体的章节，还有对于延迟渲染的章节，GPU粒子，灯不建议全部的阅读，但是还是值得看一遍的。值得阅读！

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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...

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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

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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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