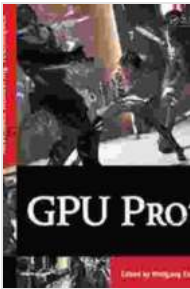


# GPU Pro: Advanced Rendering Techniques: A Comprehensive Guide to the Latest Advances in GPU-Based Rendering

**\*\*GPU Pro: Advanced Rendering Techniques\*\*** is a comprehensive guide to the latest advances in GPU-based rendering. The book covers a wide range of topics, including: rasterization, ray tracing, global illumination, and post-processing. It is written by a team of experts in the field, and it is packed with practical advice and real-world examples.

The book is divided into four parts.



## GPU Pro 7: Advanced Rendering Techniques

★★★★☆ 4.1 out of 5

Language : English

File size : 106582 KB

Print length : 320 pages



**\*\*Part 1:\*\*** Rasterization covers the basics of rasterization, including how to generate primitives, how to rasterize them, and how to handle hidden surface removal. This part also covers more advanced topics, such as anti-aliasing, texture mapping, and shading.

**\*\*Part 2:\*\*** Ray tracing covers the basics of ray tracing, including how to generate rays, how to intersect them with objects, and how to compute

shading. This part also covers more advanced topics, such as ray tracing algorithms, global illumination, and volume rendering.

**Part 3:** Global illumination covers the basics of global illumination, including how to compute indirect lighting, how to handle multiple scattering, and how to achieve realistic shadows. This part also covers more advanced topics, such as volumetric lighting, subsurface scattering, and participating media.

**Part 4:** Post-processing covers the basics of post-processing, including how to apply filters, how to adjust color, and how to create special effects. This part also covers more advanced topics, such as high-dynamic-range imaging, image-based lighting, and motion blur.

**GPU Pro: Advanced Rendering Techniques** is an essential reading for anyone who wants to learn more about GPU-based rendering. The book is well-written, and it is packed with practical advice and real-world examples. It is a valuable resource for both novice and experienced graphics programmers.

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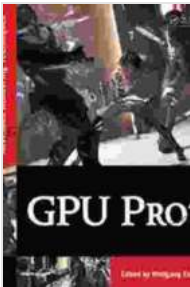
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