



ShaderX7: Advanced Rendering Techniques

By Wolfgang Engel

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Welcome to ShaderX7: Advanced Rendering Techniques, the latest volume in the cutting-edge, indispensable series for game and graphics programmers. This all-new volume is packed with a collection of insightful techniques, innovative solutions to common problems, and practical tools and tricks that provide you with a complete shader programming toolbox. Every article was developed from the research and experiences of industry pros and edited by shader experts, resulting in unbiased coverage of all hardware and developer tools. ShaderX7 provides coverage of the vertex and pixel shader methods used in high-end graphics and game development. These state-of-the-art, ready-to-use solutions will help you meet your daily programming challenges and bring your graphics to a new level of realism. This collection offers time-saving solutions to help you become more efficient and productive, and is a must-have reference for all shader programmers.

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Editorial Review

About the Author

Wolfgang is working in Rockstar's core technology group as the lead graphics programmer. He is the editor of the ShaderX books, the author of several other books and loves to talk about graphics programming. He is also a MVP DirectX since July 2006 and active in several advisory boards in the industry.

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