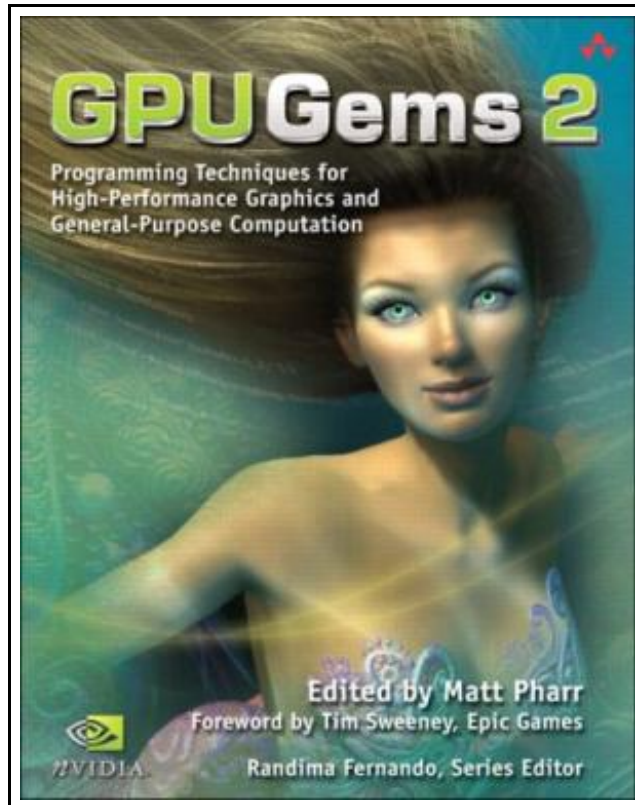


GPU Gems 2: Programming Techniques for High-Performance Graphics and General-Purpose Computation



Filesize: 5.82 MB

Reviews

Extremely helpful to all category of individuals. I have got go through and that i am confident that i will likely to read through once again again later on. Once you begin to read the book, it is extremely difficult to leave it before concluding.

(Nikita Herzog)

GPU GEMS 2: PROGRAMMING TECHNIQUES FOR HIGH-PERFORMANCE GRAPHICS AND GENERAL-PURPOSE COMPUTATION



To download **GPU Gems 2: Programming Techniques for High-Performance Graphics and General-Purpose Computation** eBook, make sure you click the hyperlink below and download the document or get access to other information that are relevant to GPU GEMS 2: PROGRAMMING TECHNIQUES FOR HIGH-PERFORMANCE GRAPHICS AND GENERAL-PURPOSE COMPUTATION ebook.

Addison-Wesley Professional, 2005. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Foreword xxixPreface xxxiContributors xxxvPART I: GEOMETRIC COMPLEXITY 1Chapter 1: Toward Photorealism in Virtual Botany 7 David Whatley, Simutronics Corporation1.1 Scene Management 7 1.2 The Grass Layer 11 1.3 The Ground Clutter Layer 17 1.4 The Tree and Shrub Layers 18 1.5 Shadowing 20 1.6 Post-Processing 22 1.7 Conclusion 24 1.8 References 24 Chapter 2: Terrain Rendering Using GPU-Based Geometry Clipmaps 27 Arul Asirvatham, Microsoft Research Hugues Hoppe, Microsoft Research2.1 Review of Geometry Clipmaps 27 2.2 Overview of GPU Implementation 30 2.3 Rendering 32 2.4 Update 39 2.5 Results and Discussion 43 2.6 Summary and Improvements 43 2.7 References 44 Chapter 3: Inside Geometry Instancing 47 Francesco Carucci, Lionhead Studios3.1 Why Geometry Instancing? 48 3.2 Definitions 49 3.3 Implementation 53 3.4 Conclusion 65 3.5 References 67 Chapter 4: Segment Buffering 69 Jon Olick, 20154.1 The Problem Space 69 4.2 The Solution 70 4.3 The Method 71 4.4 Improving the Technique 72 4.5 Conclusion 72 4.6 References 73 Chapter 5: Optimizing Resource Management with Multistreaming. 75 Oliver Hoeller, Piranha Bytes Kurt Pelzer, Piranha Bytes5.1 Overview 76 5.2 Implementation 77 5.3 Conclusion 89 5.4 References 90 Chapter 6: Hardware Occlusion Queries Made Useful 91 Michael Wimmer, Vienna University of Technology Jiri Bittner, Vienna University of Technology6.1 Introduction 91 6.2 For Which Scenes Are Occlusion Queries Effective? 92 6.3 What Is Occlusion Culling? 93 6.4 Hierarchical Stop-and-Wait Method 94 6.5 Coherent Hierarchical Culling 97 6.6 Optimizations 105 6.7 Conclusion 106 6.8 References 108 Chapter 7: Adaptive Tessellation of Subdivision Surfaces withDisplacement Mapping 109 Michael Bunnell, NVIDIA Corporation7.1 Subdivision Surfaces 109 7.2 Displacement Mapping 119 7.3 Conclusion 122 7.4 References 122 Chapter 8: Per-Pixel Displacement Mapping with Distance Functions 123 William Donnelly, University of Waterloo8.1 Introduction 123 8.2...



[Read GPU Gems 2: Programming Techniques for High-Performance Graphics and General-Purpose Computation Online](#)



[Download PDF GPU Gems 2: Programming Techniques for High-Performance Graphics and General-Purpose Computation](#)

You May Also Like



[PDF] Grandpa Spanielson's Chicken Pox Stories: Story #1: The Octopus (I Can Read Book 2)

Click the web link below to read "Grandpa Spanielson's Chicken Pox Stories: Story #1: The Octopus (I Can Read Book 2)" file.

[Save Document »](#)



[PDF] Maisy's Christmas Tree

Click the web link below to read "Maisy's Christmas Tree" file.

[Save Document »](#)



[PDF] The Web Collection Revealed, Premium Edition: Adobe Dreamweaver CS6, Flash CS6, and Photoshop CS6 (Stay Current with Adobe Creative Cloud)

Click the web link below to read "The Web Collection Revealed, Premium Edition: Adobe Dreamweaver CS6, Flash CS6, and Photoshop CS6 (Stay Current with Adobe Creative Cloud)" file.

[Save Document »](#)



[PDF] Star Flights Bedtime Spaceship: Journey Through Space While Drifting Off to Sleep

Click the web link below to read "Star Flights Bedtime Spaceship: Journey Through Space While Drifting Off to Sleep" file.

[Save Document »](#)



[PDF] TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (2-4 years old) in small classes (3)(Chinese Edition)

Click the web link below to read "TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (2-4 years old) in small classes (3)(Chinese Edition)" file.

[Save Document »](#)



[PDF] TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (3-5 years) Intermediate (3)(Chinese Edition)

Click the web link below to read "TJ new concept of the Preschool Quality Education Engineering the daily learning book of: new happy learning young children (3-5 years) Intermediate (3)(Chinese Edition)" file.

[Save Document »](#)