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The latest edition of this bestselling game development reference offers proven tips and techniques for the real-time rendering of special effects and visualization data that are useful for beginners and seasoned game and graphics programmers alike.

Exploring recent developments in the rapidly evolving field of real-time rendering, **GPU Pro^6: Advanced Rendering Techniques** assembles a high-quality collection of cutting-edge techniques for advanced graphics processing unit (GPU) programming. It incorporates contributions from more than 45 experts who cover the latest developments in graphics programming for games and movies.

The book covers advanced rendering techniques that run on the DirectX or OpenGL runtimes, as well as on any other runtime with any language available. It details the specific challenges involved in creating games across the most common consumer software platforms such as PCs, video consoles, and mobile devices.

The book includes coverage of geometry manipulation; rendering techniques, handheld devices programming, effects in image space, shadows, 3D engine design, graphics-related tools, and environmental effects. It also includes a dedicated section on general purpose GPU programming that covers CUDA, DirectCompute, and OpenCL examples.

In color throughout, **GPU Pro^6 presents ready-to-use ideas and procedures that can help solve many of your daily graphics programming challenges. Example programs with downloadable source code are also provided on the book's CRC Press web page.**

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