



GPU Gems 3

Hubert Nguyen

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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

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University of California, Davis
University of Central Florida
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University of Illinois at Urbana-Champaign
University of North Carolina Chapel Hill
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Section Editors include NVIDIA engineers: Cyril Zeller, Evan Hart, Ignacio Castaño, Kevin Bjorke, Kevin Myers, and Nolan Goodnight.

The accompanying DVD includes complementary examples and sample programs.

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