



DOWNLOAD



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

By Matt Pharr

Addison-Wesley Professional, 2005. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Foreword xxix Preface xxxi Contributors xxxv PART I: GEOMETRIC COMPLEXITY 1 Chapter 1: Toward Photorealism in Virtual Botany 7 David Whatley, Simutronics Corporation 1.1 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 Research 2.1 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 Studios 3.1 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, 2015 4.1 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 Bytes 5.1 Overview 76 5.2 Implementation 77 5.3 Conclusion 89 5.4 References 90...



READ ONLINE  
[ 8.31 MB ]

### Reviews

*Definitely one of the better book We have possibly read. We have read through and i also am certain that i am going to gonna study once again yet again in the foreseeable future. Once you begin to read the book, it is extremely difficult to leave it before concluding.*

-- **Enrique Labadie**

*Extensive information for book fanatics. Better then never, though i am quite late in start reading this one. I am just delighted to tell you that this is basically the best pdf i actually have go through within my personal daily life and might be he greatest pdf for actually.*

-- **Guillermo Marquardt**