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Altri autori (Persone)	ShirleyPeter WaldIngo
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Sommario/riassunto	"The digital version of this book is available now for free – with the print version following very soon!

This Open Access book is a must-have for anyone interested in real-time rendering. Ray tracing is the holy grail of gaming graphics, simulating the physical behavior of light to bring real-time, cinematic-quality rendering to even the most visually intense games. Ray tracing is also a fundamental algorithm used for architecture applications, visualization, sound simulation, deep learning, and more.

Ray Tracing Gems II is written by industry experts with a particular focus on ray tracing, and it offers a practical means to master the new capabilities of current and future GPUs with the latest graphics APIs.

## What You'll Learn:

The latest ray tracing techniques for developing real-time applications in multiple domains  
Case studies from developers and studios who have shipped products that use real-time ray tracing.  
Guidance, advice and best practices for rendering applications with various GPU-based ray tracing APIs (DirectX Raytracing, Vulkan Ray Tracing)  
High performance graphics for 3D graphics, virtual reality, animation, and more

## Who This Book Is For:

Game and graphics developers who are looking to leverage the latest hardware and software tools for real-time rendering and ray tracing to enhance their applications across a variety of disciplines."

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