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Titolo	HLSL development cookbook : implement stunning 3D rendering techniques using the power of HLSL and DirectX 11 // Doron Feinstein
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ISBN	1-84969-421-4
Edizione	[1st ed.]
Descrizione fisica	1 online resource (224 p.)
Disciplina	ELECTRONIC BOOK
Soggetti	Video games - Programming Computer graphics Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p>Intro -- HLSL Development Cookbook -- Table of Contents -- HLSL Development Cookbook -- Credits -- About the Author -- About the Reviewers -- www.PacktPub.com -- Support files, eBooks, discount offers and more -- Why Subscribe? -- Free Access for Packt account holders -- Preface -- What this book covers -- What you need for this book -- Who this book is for -- Conventions -- Reader feedback -- Customer support -- Downloading the example code -- Downloading the color images of this book -- Errata -- Piracy -- Questions -- 1. Forward Lighting -- Introduction -- Hemispheric ambient light -- Getting ready -- How to do it... -- How it works... -- Directional light -- Getting ready -- How to do it... -- How it works... -- There's more... -- Point light -- Getting ready -- How to do it... -- How it works... -- Spot light -- Getting ready -- How to do it... -- How it works... -- Capsule light -- Getting ready -- How to do it... -- How it works... -- Projected texture - point light -- Getting ready -- How to do it... -- How it works... -- Projected texture - spot light -- Getting ready -- How to do it... -- How it works... -- Multiple light types in a single pass -- Getting ready -- How to do it... -- How it works... -- There's more... -- 2. Deferred Shading -- Introduction -- GBuffer generation -- Getting ready -- How to do it... -- How it works... -- There's more... -- GBuffer unpacking -- Getting ready -- How to do it... -- How it works... -- Directional light -- Getting ready... -- How to do it... --</p>

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Getting ready -- How to do it... -- How it works... -- Rain -- Getting  
ready -- How to do it... -- How it works... -- Index.

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#### Sommario/riassunto

Written in an engaging yet practical manner, HLSL Development Cookbook allows you to pick the recipes you need as and when they are required. If you have some basic Direct3D knowledge and want to give your work some additional visual impact by utilizing advanced rendering techniques, then this book is for you. It is also ideal for those seeking to make the transition from DirectX 9 to DirectX 11, and those who want to implement powerful shaders with the High Level Shader Language (HLSL).

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