1. Record Nr. UNINA9910701954003321

Autore	Kokaly Raymond F
Titolo	Surface materials maps of Afghanistan [[electronic resource]] : carbonates, phyllosilicates, sulfates, altered minerals, and other materials / / by Raymond F. Kokaly ... [and others] ; prepared in cooperation with the Afghanistan Ministry of Mines and Industries
Pubbl/distr/stampa	[Reston, Va.] : , : U.S. Dept., of the Interior, U.S. Geological Survey, , 2011
Descrizione fisica	1 online resource (1 map) : color
Collana	Scientific investigations map ; ; 3152-A USGS Afganistan project product ; ; no. 190
Soggetti	Mines and mineral resources - Afghanistan Maps. Afghanistan Maps
Lingua di pubblicazione	Inglese
Formato	Materiale cartografico a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen (viewed July 18, 2012). Relief shown by shading. Includes text and index map.
Nota di bibliografia	Includes bibliographical references.

2. Record Nr. UNINA9910959219503321

Autore	Feinstein Doron
Titolo	HLSL development cookbook : implement stunning 3D rendering techniques using the power of HLSL and DirectX 11 / / Doron Feinstein
Pubbl/distr/stampa	Birmingham, : Packt Pub., 2013
ISBN	9781849694216 1849694214
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	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... -- How it works… -- Point light -- Getting ready -- How to do it... -- How it works… -- Capsule light -- Getting ready… -- How to do it... -- How it works… -- Spot light -- Getting ready -- How to do it... -- How it works… -- 3. Shadow Mapping -- Introduction -- Spot light PCF shadows -- Getting ready -- How to do it... -- How it works... -- There's more.
Point light PCF shadows -- Getting ready -- How to do it... -- How it works... -- There's more… -- Cascaded shadow maps -- Getting ready -- How to do it... -- How it works… -- PCF with varying penumbra size -- Getting ready -- How to do it... -- How it works… -- There's more… -- Visualizing shadow maps -- Getting ready -- How to do it... -- How it works… -- 4. Postprocessing -- Introduction -- HDR rendering -- Getting ready -- How to do it... -- How it works... -- There's more… -- Adaptation -- Getting ready -- How to do it... -- How it works… -- There's more… -- Bloom -- Getting ready -- How to do it... -- How it works… -- Distance depth of field -- Getting ready… -- How to do it... -- How it works… -- Bokeh -- Getting ready -- How to do it... -- How it works… -- 5. Screen Space Effects -- Introduction -- Screen space ambient occlusion -- Getting ready -- How to do it... -- How it works… -- Lens flare -- Getting ready -- How to do it... -- How it works… -- There is more… -- Screen space reflections -- Getting ready -- How to do it... -- How it works… -- Screen space Sun rays -- Getting ready -- How to do it... -- How it works… -- 6. Environment Effects -- Introduction -- Dynamic decals -- Getting ready -- How to do it... -- How it works… -- There's more… -- Distance/Height-based fog -- Getting ready -- How to do it... -- How it works… -- Rain -- Getting ready -- How to do it... -- How it works… -- Index.

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).