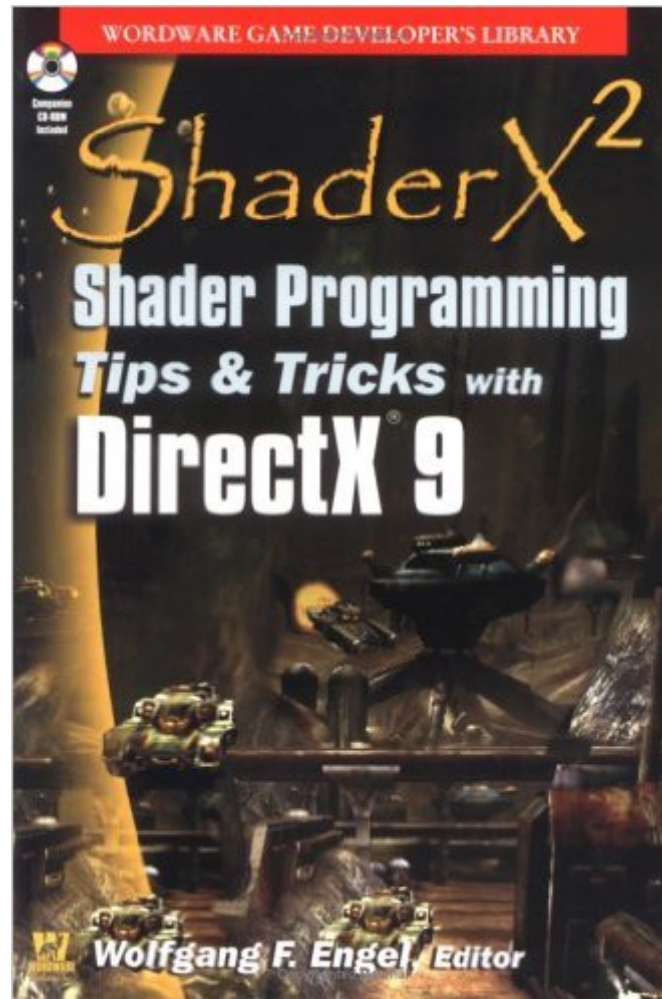


The book was found

ShaderX2: Shader Programming Tips And Tricks With DirectX 9.0



Synopsis

Topics include advanced implementation of image space techniques and non-photorealistic rendering in Microsoft's DirectX 9.0

Book Information

Paperback: 400 pages

Publisher: Wordware Publishing, Inc. (October 25, 2003)

Language: English

ISBN-10: 1556229887

ISBN-13: 978-1556229886

Product Dimensions: 6.2 x 1.5 x 8.7 inches

Shipping Weight: 2.2 pounds

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #2,258,914 in Books (See Top 100 in Books) #37 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #9090 in [Books > Computers & Technology > Graphics & Design](#) #15836 in [Books > Computers & Technology > Software](#)

Customer Reviews

The main sets of Tips'n'Tricks are about what you might expect: planets, suns, iridescence, water, depth of field blur, and so on. There are a few unusual ones, as well - posterization, interesting filters, even ray-tracing and general purpose computation. The disk was a bit disappointing. Almost all of the demos worked, and none of them were come-ons for anyone's products. That's the good news. There were far fewer demos than chapters in the book, though - some of the sections that interested me most did not have support on the CD. At very least, some of that CD space could have been used for a still-picture gallery to supplement the limited color section in the book. Oh, well. If you're an absolutely dedicated graphics programmer, this may offer a few items of interest. As with other tips'n'tricks books, there is no real progression through the material - it's a grab bag, and you may or may not grab an item that meets your needs.//wiredweird

An old, classic book that wouldn't have a place in modern computer graphics except for one thing: the emergence of mobile. Although these techniques are dated and somewhat archaic on PC and console systems, they're perfect for use on mobile GPUs as seen in popular iOS and Android based devices.

great book

[Download to continue reading...](#)

ShaderX2: Shader Programming Tips and Tricks with DirectX 9.0 Learn Vertex & Pixel Shader Programming with DirectX 9 ShaderX2: Introduction & Tutorials with Directx 9 (Wordware Game Developer's Library) Expert Tricks and Tips that will make you a Minecraft expert: Tricks you are not aware of (minecraft, minecraft tips, minecraft tricks, minecraft monsters) Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) Top 25 Gymnastics Skills, Tips, and Tricks (Top 25 Sports Skills, Tips, and Tricks) Windows Vista: Top 100 Simplified Tips & Tricks (Top 100 Simplified Tips & Tricks) The Awesome Power of Direct3D/DirectX - The DirectX 7 Version MAGIC TRICKS: How to do easy illusions and magic card tricks for kids (magic, tricks) Real-Time Rendering Tricks and Techniques in DirectX (Premier Press Game Development (Software)) Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Programming Cameras and Pan-Tilts: with DirectX and Java Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library) Windows Game Programming with Visual Basic and DirectX Delphi Graphics And Game Programming Exposed! With DirectX Strategy Game Programming with DirectX 9 (Wordware Game and Graphics Library) Introduction to 3D Game Programming with DirectX 12 (Computer Science) Programming Role Playing Games with DirectX (Game Development Series) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library)

[Dmca](#)