



# ShaderX6: Advanced Rendering Techniques

*Wolfgang Engel*

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## **ShaderX6: Advanced Rendering Techniques** Wolfgang Engel

Welcome to ShaderX6, the latest volume in the cutting-edge, indispensable series for game and graphics programmers. This all-new volume is packed with a collection of insightful techniques, innovative approaches to common problems, and practical tools and tricks that provide you with a complete shader programming toolbox. Every article was developed from the research and experiences of industry pros and edited by shader experts, resulting in unbiased coverage of all hardware and developer tools. ShaderX6: Advanced Rendering Techniques provides coverage of the vertex and pixel shader methods used in high-end graphics and game development. These state-of-the-art, ready-to-use solutions will help you meet your everyday programming challenges and bring your graphics to a new level of realism. This collection offers time-saving solutions to help you become more efficient and productive, and is a must-have reference for all shader programmers.

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