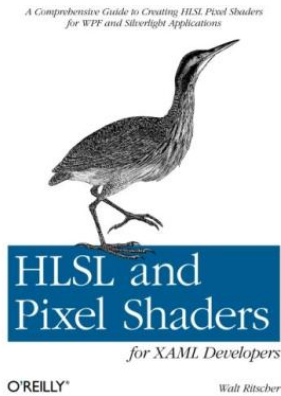


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HLSL AND PIXEL SHADERS FOR XAML DEVELOPERS



O'reilly & Associates, 2012. Taschenbuch. Book Condition: Neu. Neu Schnelle Lieferung, Kartonverpackung. Abzugsfähige Rechnung. Bei Mehrfachbestellung werden die Versandkosten anteilig erstattet. - Graphic Shaders are used throughout the game and movie industry to improve onscreen graphics. They are versatile, doing important tasks like making computer rendered aliens look realistic, providing the ripples on a background lake or growing fur on the latest Pixar monster. In the PC world, programmers are often delighted to find that shaders are nothing more than...

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- Authored by Walt Ritscher
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