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This book focuses on advanced rendering techniques that run on the DirectX and/or OpenGL run-time with any shader language available. It includes articles on the latest and greatest techniques in real-time rendering, including MLAA, adaptive volumetric shadow maps, light propagation volumes, wrinkle animations, and much more. The book emphasizes techniques for handheld programming to reflect the increased importance of graphics on mobile devices. It covers geometry manipulation, effects in image space, shadows, 3D engine design, GPGPU, and graphics-related tools.

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