



Shaders for Game Programmers and Artists (Premier Press Game Development)

Sebastien St-Laurent

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This is the first book approaching the topic of shaders in such an accessible manner. By taking a simple, easy-to-follow approach to the high-level language of this topic and separating itself from 3D API's "Shaders for Game Programmers and Artists" brings the world of real-time shading to a broad audience, ranging from the game programming hobbyist to the seasoned game developer. This unique combination of its simple approach and the wide variety of techniques that are covered makes "Shaders for Game Programmers and Artists" a one-of-a-kind guide that can serve as both a tutorial for the classroom and a reference manual that can be used by developers throughout the development cycle.

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