Metaprogramming GPUs with Sh 9781568812298 Michael McCool, Stefanus Du Toit 2004 307 pages Taylor & Francis, 2004

Main Metaprogramming GPUs with Sh. Mark as downloaded. Metaprogramming GPUs with Sh. Michael McCool (Author), Stefanus Du Toit (Author). YearÂ You can write a book review and share your experiences. Other readers will always be interested in your opinion of the books you've read. Whether you've loved the book or not, if you give your honest and detailed thoughts then people will find new books that are right for them. 1. Method of Variation of Parameters for Dynamic Systems. * Gamasutra.com features an article this week about Sh, the new shader language, developed by Michael McCool and Stefanus Du Toit. Background information and a user's manual are published in their new book, **"Metaprogramming GPUs with Sh."** -Gamasutra.com, July 2004 Stefanus Du Toit, co-author of Metaprogramming GPUs with Sh is on this year's list of the top science and technology innovators under the age of 35. -MIT Technology Review, August 2008*. Read more. Start reading Metaprogramming GPUs with Sh for free online and get access to an unlimited library of academic and non-fiction books on Perlego.Â Metaprogramming GPUs with Sh. Michael McCool, Stefanus Du Toit. Book details. Table of contents. Related. About This Book. This book is a high-level overview of Sh and its relationship to other realtime shading and Graphics processing unit programming languages. It is a reference manual and language specification and methodically and exhaustively presents details of the various features of Sh. Information. Publisher. DOI link for Metaprogramming GPUs with Sh. Metaprogramming GPUs with Sh book. ByMichael McCool, Stefanus Du Toit. Edition 1st Edition.Â This book is a high-level overview of Sh and its relationship to other realtime shading and Graphics processing unit programming languages. It is a reference manual and language specification and methodically and exhaustively presents details of the various features of Sh. Table of contents. part Part I|2 pages. Sh is a high-level GPU programming â€œlanguageâ€ whose â€œparserâ€ is implemented using C++ operator overloading. Therefore, Sh is not really a lan-guage, but an advanced C++ API. It looks at rst like a standard graphics library, with matrices, points, and vectors, and you can use it that way if you want. But you can also capture sequences of operations in a â€œretained modeâ€, much like a display list, and compile these operations for later execu-tion on the GPU.Â A book on Sh called Metaprogramming GPUs with Sh [5] is also available from AK Peters via http://www.akpeters.com. References. [1] E. Lafortune, S.-C. Foo, K. Torrance, and D. Greenberg.Â [5] Michael McCool and Stefanus Du Toit. Metaprogramming GPUs with Sh. AK Peters, 2004. 24.