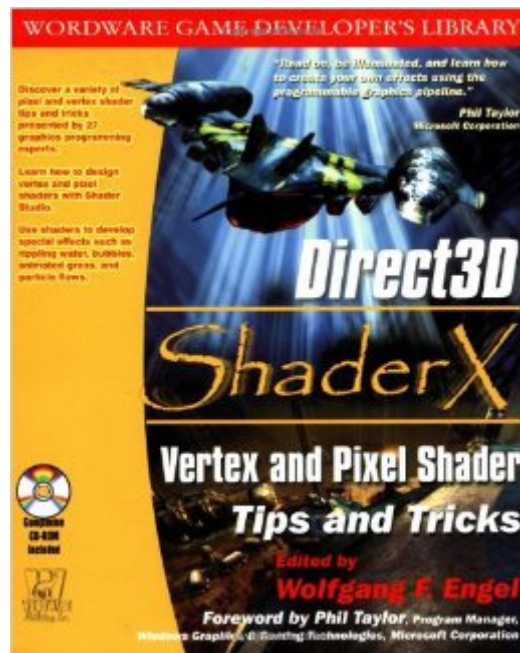# The book was found

Direct3D SHADERX: Vertex & Pixel Shader Tips And Techniques (Wordware Game Developer's Library)

Synopsis

Focusing on Direct3D 8.x, this book shows a wide array of specialized vertex and pixel shader programming tricks from industry experts.

Book Information

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Customer Reviews

I read most of the chapters of this book so far and I must say this is the best book I have ever seen on effects programming. It was much easier for me to understand specific techniques by reading a real text instead of flipping through numerous power point slides.Although I have done some work with shaders before, I found Wolfgang's introduction at the beginning of the book very useful.One of my favourite chapters is Dean Calver's chapter "Vertex Decompression in a Shader". Using this technique is a must to save valuable memory bandwidth. I think this chapter alone is worth the money to buy the book. I can't name all the excellent articles here, but I want to highlight a few:Per-Pixel lighting for a skinned mesh is not trivial. You can find a great explanation of this in "Character Animation with Direct3D Vertex Shader" by David Gosselin. Additionally this article shows you how to combine keyframe animation with a skeleton based animation, which might be useful to combine an animated face (keyframe animation) with a skeleton based animation of the body (this seems to be used in a few upcoming games).Kim Pallister explains optimization techniques, that helps you to optimize your shaders so that they run on older hardware. This techiques are also useful on the newest hardware.Jason L. Mitchells chapter on Image processing

gives you a lot of ground to think about post-processing shaders, which are useful to get a look like a 50's TV set or to get a heat signature. He shows numerous ways to influence the overall look and feel of your game by using filter, egde detection and mathematical morphollogy.One of the very handy tips is written by Steffen Bendel. He shows how to smooth fonts in a very simple and efficient way on pixel shader hardware.

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