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Visual Studio 2015 Cookbook

OpenGL 4.0 Shading Language Cookbook 2011-07-26 over 60 highly focused practical recipes to maximize your opengl shading language use

OpenGL 4 Shading Language Cookbook, Second Edition 2013-12-24 opengl shading language 4 cookbook is a hands on guide that gets straight to the point actually creating graphics instead of just theoretical learning each recipe is specifically tailored to satisfy your appetite for producing real time 3 d graphics using the latest glsl specification this book is for opengl programmers looking to use the modern features of glsl 4 to create real time three dimensional graphics familiarity with opengl programming along with the typical 3d coordinate systems projections and transformations is assumed it can also be useful for experienced glsl programmers who are looking to implement the techniques that are presented here

OpenGL 4.0 Shading Language Cookbook 2011 over 70 recipes that cover advanced techniques for 3d programming such as lighting shading textures particle systems and image processing with opengl 4 6 key featuresexplore techniques for implementing shadows using shadow maps and shadow volumeslearn to use glsl features such as compute geometry and tessellation shadersuse glsl to create a wide variety of modern realistic visual effectsbook description opengl 4 shading language cookbook third edition provides easy to follow recipes that first walk you through the theory and background behind each technique and then proceed to showcase and explain the glsl and opengl code needed to implement them the book begins by familiarizing you with beginner level topics such as compiling and linking shader programs saving and loading shader binaries including spir v

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and using an opengl function loader library we then proceed to cover basic lighting and shading effects after that you ll learn to use textures produce shadows and use geometry and tessellation shaders topics such as particle systems screen space ambient occlusion deferred rendering depth based tessellation and physically based rendering will help you tackle advanced topics opengl 4 shading language cookbook third edition also covers advanced topics such as shadow techniques including the two of the most common techniques shadow maps and shadow volumes you will learn how to use noise in shaders and how to use compute shaders the book provides examples of modern shading techniques that can be used as a starting point for programmers to expand upon to produce modern interactive 3d computer graphics applications what you will learncompile debug and communicate with shader programsuse compute shaders for physics animation and general computinglearn about features such as shader storage buffer objects and image load storeutilize noise in shaders and learn how to use shaders in animationsuse textures for various effects including cube maps for reflection or refractionunderstand physically based reflection models and the spir v shader binarylearn how to create shadows using shadow maps or shadow volumescreate particle systems that simulate smoke fire and other effectswho this book is for if you are a graphics programmer looking to learn the glsl shading language this book is for you a basic understanding of 3d graphics and programming experience with c are required

OpenGL 4 Shading Language Cookbook 2018-09-28 ゲーム開発者を目指す人は必携の3dcg基礎解説技術書 2013年に刊行の 増補改訂版 第2版 をさらに改訂 2013年以降のゲームグラフィックス技術情報も網羅してアップデート 新規追加章 トゥーン シェーディング では 今注目

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のテレビアニメ調表現技術を解説 ゲーム開発において必須となる3dグラフィックスの基礎知識から 新旧のゲー ム開発向け3dグラフィックス技術の概要までを広く浅く学べる1冊 本文中には実際のゲーム画面や開発画面 図版を多数掲載しており 開発初心者の人や学生でも分かりやすく解説しています 2021年5月 第1版第2刷相当へデータ更新済 目次 chapter 1 リアルタイム3dグラフィックス技術の進化の系譜 chapter 2 3dグラフィックスの概念とレンダリングパイプライン chapter 3 微細凹凸表現の基本形 法線マップ とその進化形 chapter 4 動的影生成の主流 デプスシャドウ技法 とその進化形 chapter 5 ジオメトリシェーダとは何か chapter 6 directx 11のテッセレーション chapter 7 hdrレンダリング chapter 8 水面表現の仕組み chapter 9 人肌表現の仕組み chapter 10 大局照明技術 chapter 11 トゥーン シェーディング 発行 インプレス
ゲーム制作者になるための3Dグラフィックス技術 改訂3版 2019-12-20 opengl es opengl for embedded systems は 携帯電話やゲームなどの携帯情報端末機器から家庭電化製品などへ組み込んで使うために開発されました 本書では 原著で追加されたiphone 3gsの実行例 付録e iphone 3gs上のopengl es 2 0 に加えて 日本の読者のためにandroidへの解説 付録f android上のopengl es 1 0 を追加しました
OpenGL 4 Shading Language Cookbook 2018 電子書籍版はキャプチャ画像等 一部図版をカラーで提供しています 光を自在に操るための 基本の技術を手に入れろ directxだけでなくunityでも使われているシェーダー言語hlsl 本書は グラフィックスプログラマやテクニカルアーティストをめざす人が ハンズオン形式の豊富なサンプルを使って 3dグラフィックを演出するシェーディング技術を 学ぶための教科書です 本書では サンプルプログラムとして directx 12のコーディングをほとんど意識せず hlslプログラミングに集中できるようなミニエンジンが提供されます シェーダーの基礎であるレンダリングパイプラインから 最新技術であるレイトレーシングまで 本書を読めば あなたもグラフィックスプログラマの仲間入りです 本書の内容 chapter 1 レンダリングパイプライン入門 chapter 2 はじめてのシェーダー chapter 3 シェーダープログラミングの基本 2 chapter 4 ライティング基礎 chapter 5 ライティング発展 chapter 6 さまざまなテクスチャの利用 chapter 7 pbr 物理ベースレンダリング chapter 8 2d描画の基礎 chapter 9 発展的な2d描画 chapter 10 ポストエフェクト chapter 11 シャドウイング chapter 12 ディファードレンダリング chapter 13 ディファードレンダリングとフォワードレンダリングの融合 chapter 14 3dゲームで使える発展的シェー ダー chapter 15 コンピュートシェーダー chapter 16 tbr tile based rendering chapter 17 レイトレーシング 本電子書籍は同名出版物を底本として作成しました 記載内容は印刷出版当時のものです 印刷出版再現のため電子書籍としては不要な情報を含んでいる場合があります印刷出版とは異なる表記 表現の場合があります 予めご了承ください プレビューにてお手持ちの電子端末での表示

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状態をご確認の上 商品をお買い求めください 翔泳社
OpenGL ES 2.0プログラミングガイド 2009-11-25 この商品はリフローレイアウトで作成されており 文字列のハイライトや検索 辞書の参照 引用などの機能をご利用いただけます 2015年3月にゲームエンジンunreal engineが無償化され その後多くの開発者が利用するようになりゲーム以外への利用も増えてきました unreal engineで標準的に使われるゲームロジック構築ツールは blueprintです blueprintはさまざまなゲームの開発に向いたビジュアルプログラミング言語で とっつきやすく 同時に 高い機能 高い開発効率を持ちます 一方で unreal engineの利用範囲が広がるにつれてblueprint ですべてのロジックを組むのが困難 あるいは 不可能な開発案件も増えてきています このような場合でも対応できるよう unreal engineはc によって機能を拡張する仕組みを持っています ただ unreal engineのc は標準のc から独自に拡張されているため 前提知識のないc プログラマにはハードルが高いのも事実です unreal engine独自に拡張されたc については 公式ドキュメント wiki 掲示板 あるいはソースコードなどから情報を得ることで習得できます しかし 必要な情報があまりにも分散してしまっていますそのためunreal engine c 初心者にとってはどこから手を付けていいのかわからない それが今の状況だと思います 本書はそのようなunreal engine c 初心者や挫折してしまった方に unreal engine c の最低限の知識を身につけてもらうことを目的に書かれています
HLSL シェーダーの魔導書 シェーディングの基礎からレイトレーシングまで 2021-06-09 本書はossのプログラミング言語rustを使ってopenglプログラミングを行う入門書です 最も基本的な三角形の描画から実装をはじめ 少しずつソースコードを発展させていきます 照明を考慮しながら立体的なオブジェクトにテクスチャを貼り glslを使って画面にエフェクトをかけるところまでを解説します また guiを簡単に導入できるライブラリ dear imgui を使うことで 様々なパラメータをより直感的に操作できる親切設計になっています 目次 第1章 開発環境の準備 1 1 rustのインストール 1 2 cargoコマンド 1 3 hello world 第2章 sdl 2 1 準備 2 2 プログラムの作成 2 3 プログラムの完成 第3章 opengl 3 1 準備 3 2 プログラムの作成 第4章 dear imgui 4 1 準備 4 2 プログラムの作成 4 3 プログラムの完成 4 4 効果的な使い方 第5章 3dオブジェクト 5 1 プログラムの作成 5 2 プログラムの完成 第6章 テクスチャー 6 1 準備 6 2 プログラムの作成 6 3 プログラムの完成 6 4 光の効果 第7章 フレームバッファーオブジェクト 7 1 プログラムの作成 7 2 プログラムの完成 7 3 ポストエフェクトの効果
C++でつくるUnreal Engineアプリ開発 for Windows & macOS (リフロー版) 2018-03-30 本書は 3d cgを使った グラフィックス アプリ を作りたい人を対象にした opengl入門書 です
RustではじめるOpenGL 2020-02-21 ロングセラー待望の改訂版 r言語や関連パッケージ ツー

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ルのアップデート rstudioの普及による環境の変化に対応「グラフィックス・アプリ」制作のためのOpenGL入門 2018-07 科学技術計算分野の基本書 mathematicaブック 大幅に改訂 増補された本書は mathematicaバージョン3をはじめて紹介するオフィシャルブックです 平易に書かれたチュートリアルとして また完璧なリファレンスとしてシステムのすべての面を扱っています mathematicaのユーザーだけでなく バージョン3ではじめて導入された革新的なアイデアに興味がある人にとって必読の書といえます
Rクックブック 2020 待望の翻訳版の登場
MATHEMATICAブック 1998-06-24 ディープラーニング aiでの大躍進 科学技術計算における実績 ルーツの3dグラフィックス ゲーム 大量演算 高速実行 計算能力が巻き起こすポジティブな連鎖 gpuの構造と高い数値計算性能に主眼を置いて解説 合わせて 活用事例や技術動向を幅広く取り上げている 初学者向けに進化の背景から平易に説明を行い gpuのハードウェアの構造とプログラムを関連付け どのように書けばハードウェアを有効利用できるかという観点も盛り込んだ
コンピュータグラフィックス理論と実践 2001-03 webgl はすでにモバイルを含めたすべてのモダンブラウザで利用可能で ウェブ技術としては先進的というよりも一般的という方が適当と思われるほどになってきています そのようなタイミングで求められるのは技術的な詳細やハウツーもさることながら まずは具体的で本格的な実用例ではないでしょうか 本書 訳者まえがき より
GPUを支える技術 2017-07-13 誰も教えてくれなかった ゲーム開発の基本を徹底的に学ぼう ゲームとはどんなプログラムなのか あの機能 はどうやって実装されているのか 3dグラフィックスからサウンド ai まで ゲームプログラマーになりたい人のみならず すべてのゲーム開発者が知っておきたい 基本 が詰まった ゲー ム開発の教科書 c の初歩は習得済みで 本気でゲームプログラミングを学びたい人が 新人になる前に 確かな基礎力を磨ける一冊 目次 chapter 1 ゲームプログラミングの概要 chapter 2 ゲームオブジェクトと2dグラフィックス chapter 3 ベクトルと基礎の物理 chapter 4 人工知能 ai chapter 5 opengl chapter 6 3dグラフィックス chapter 7 オーディオ chapter 8 入力システム chapter 9 カメラ chapter 10 衝突検知 chapter 11 ユーザーインターフェイス ui chapter 12 スケルタル 骨格 アニメーション chapter 13 中級グラフィックス chapter 14 レベルファイルとバイナリデータ 付録a 中級c の復習
WebGL Insights 日本語版 2018-08-24 this book is written in a cookbook style beginning with recipes which focus on helping developers make their software application available in android android developers who want to learn android ndk programming or develop multimedia and games in android

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ndk will benefit from this book

ゲームプログラミングC++ 2018-12-05 基礎からはじめるいまどきの3dグラフィックスプログラミング プログラマブルパイプラインのからくりから学び 実践的なシェーダプログラミングを理解する Android Native Development Kit Cookbook 2013-03-26 build a 3d rendering engine from scratch while solving problems in a step by step way with the help of useful recipes key featureslearn to integrate modern rendering techniques into a single performant 3d rendering engineleverage vulkan to render 3d content use azdo in opengl applications and understand modern real time rendering methodsimplement a physically based rendering pipeline from scratch in vulkan and openglbook description opengl is a popular cross language cross platform application programming interface api used for rendering 2d and 3d graphics while vulkan is a low overhead cross platform 3d graphics api that targets high performance applications 3d graphics rendering cookbook helps you learn about modern graphics rendering algorithms and techniques using c programming along with opengl and vulkan apis the book begins by setting up a development environment and takes you through the steps involved in building a 3d rendering engine with the help of basic yet self contained recipes each recipe will enable you to incrementally add features to your codebase and show you how to integrate different 3d rendering techniques and algorithms into one large project you ll also get to grips with core techniques such as physically based rendering image based rendering and cpu gpu geometry culling to name a few as you advance you ll explore common techniques and solutions that will help you to work with large datasets for 2d and 3d rendering finally you ll discover how to apply optimization techniques to build

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performant and feature rich graphics applications by the end of this 3d rendering book you ll have gained an improved understanding of best practices used in modern graphics apis and be able to create fast and versatile 3d rendering frameworks what you will learnimprove the performance of legacy opengl applicationsmanage a substantial amount of content in real time 3d rendering enginesdiscover how to debug and profile graphics applicationsunderstand how to use the approaching zero driver overhead azdo philosophy in openglintegrate various rendering techniques into a single applicationfind out how to develop vulkan applicationsimplement a physically based rendering pipeline from scratchintegrate a physics library with your rendering enginewho this book is for this book is for 3d graphics developers who are familiar with the mathematical fundamentals of 3d rendering and want to gain expertise in writing fast rendering engines with advanced techniques using c libraries and apis a solid understanding of c and basic linear algebra as well as experience in creating custom 3d applications without using premade rendering engines is required

DirectXシェーダプログラミング 2007-12 enhance your skills in developing multi touch applications with kivy about this book create most diverse apps and learn how to distribute them with the help of the kivy framework explore kivy api to develop user interfaces and control multi touch events step by step recipes that provide deeper understanding of the kivy 1 9 0 framework build and use your own events widgets and gestures using features and tools in kivy who this book is for this book is intended for developers who want to use features of the kivy framework and develop multi touch

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applications prior experience with kivy is not required although familiarity with python is expected what you will learn access widgets defined inside kv language in your python code handle kivy events to control widgets touches the mouse the keyboard and animations recognize touch shapes and detecting multi tapping create custom events and declare properties organizing your layouts while working with the actionbar store and retrieve the coordinate space context create your own shader and render in a framebuffer leverage factory objects multi touch in ios and multi touch in android in detail kivy is an open source python library for rapid development of applications that make use of innovative user interfaces such as multi touch apps it is a promising python framework to develop ui and ux apps in a cross platform environment under the python philosophy kivy cookbook is a practical book that will guide you through the kivy framework to develop apps and get your apps ready for distribution in app store and android devices you will start off with installing kivy and building your interfaces you will learn how to work the accelerometer and create custom events then you will understand how to use the basics buttons labels and text inputs and manipulate the widget tree next you will be able to work with manipulating instructions create an atlas and layouts moving on you will learn packing for windows and packing for ios and use testdrive by the end of the book you will have learnt in detail the relevant features and tools in kivy and how to create portable packages to distribute your apps in the most used platforms style and approach this is an easy to follow practical guide packed with graspable recipes that cover important tasks to be performed while developing multi touch applications with kivy all the code used in each recipe is explained in detail

3D Graphics Rendering Cookbook 2021-08-25 over 35 hands on recipes to create impressive stunning visuals for a wide range of real time interactive applications using opengl about this book get acquainted with a set of fundamental opengl primitives and concepts that enable users to create stunning visuals of arbitrarily complex 2d and 3d datasets for many common applications explore interactive real time visualization of large 2d and 3d datasets or models including the use of more advanced techniques such as stereoscopic 3d rendering create stunning visuals on the latest platforms including mobile phones and state of the art wearable computing devices who this book is for this book is aimed at anyone interested in creating impressive data visualization tools using modern graphics hardware whether you are a developer engineer or scientist if you are interested in exploring the power of opengl for data visualization this book is for you while familiarity with c c is recommended no previous experience with opengl is assumed what you will learn install compile and integrate the opengl pipeline into your own project create interactive applications using glfw to handle user inputs and the android sensor framework to detect gestures and motions on mobile devices use opengl primitives to plot 2 d datasets such as time series dynamically render complex 3d volumetric datasets with techniques such as data slicers and multiple viewpoint projection render images videos and point cloud data from 3d range sensing cameras using the opengl shading language glsl develop video see through augmented reality applications on mobile devices with opengl es 3 0 and opencv visualize 3d models with meshes and surfaces using stereoscopic 3d technology in detail opengl is a great multi platform cross language and hardware accelerated graphics interface for visualizing large 2d and 3d datasets data visualization has become increasingly challenging using conventional approaches as datasets become larger and larger especially with the big data evolution from a mobile device to a sophisticated high performance computing cluster opengl libraries provide developers with an easy to use interface to create stunning visuals in 3d in real time for a wide range of interactive applications this book provides a series of easy to follow hands on tutorials to create appealing opengl based visualization tools with minimal development time we will first illustrate how to quickly set up the development environment in windows mac os x and linux next we will demonstrate how to visualize data for a wide range of applications using opengl starting from simple 2d datasets to increasingly complex 3d datasets with more advanced techniques each chapter addresses different visualization problems encountered in real life and introduces the relevant opengl features and libraries in a modular fashion by the end of this book you will be equipped with the essential skills to develop a wide range of impressive opengl based applications for your unique data visualization needs on platforms ranging from conventional computers to the latest mobile wearable devices style and approach this is an easy to follow comprehensive cookbook showing readers how to create an application with real time interactive data visualization in stereoscopic 3d each topic is explained in a step by step format a range of hot topics is included including data visualization on mobile and wearable

platforms
Kivy Cookbook 2015-08-21 work through recipes to unlock the full potential of the next generation graphics api vulkan about this book this book explores a wide range of modern graphics programming techniques and gpu compute methods to make the best use of the vulkan api learn techniques that can be applied to a wide range of platforms desktop smartphones and embedded devices get an idea on the graphics engine with multi platform support and learn exciting imaging processing and post processing techniques who this book is for this book is ideal for developers who know c c languages have some basic familiarity with graphics programming and now want to take advantage of the new vulkan api in the process of building next generation computer graphics some basic familiarity of vulkan would be useful to follow the recipes opengl developers who want to take advantage of the vulkan api will also find this book useful what you will learn work with swapchain to present images on screen create submit and synchronize operations processed by the hardware create buffers and images manage their memory and upload data to them from cpu explore descriptor sets and set up an interface between application and shaders organize drawing operations into a set of render passes and subpasses prepare graphics pipelines to draw 3d scenes and compute pipelines to perform mathematical calculations implement geometry projection and tessellation texturing lighting and post processing techniques write shaders in glsl and convert them into spir v assemblies find out about and implement a collection of popular advanced rendering techniques found in games and benchmarks in detail vulkan is the next

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generation graphics api released by the khronos group it is expected to be the successor to opengl and opengl es which it shares some similarities with such as its cross platform capabilities programmed pipeline stages or nomenclature vulkan is a low level api that gives developers much more control over the hardware but also adds new responsibilities such as explicit memory and resources management with it though vulkan is expected to be much faster this book is your guide to understanding vulkan through a series of recipes we start off by teaching you how to create instances in vulkan and choose the device on which operations will be performed you will then explore more complex topics such as command buffers resources and memory management pipelines glsl shaders render passes and more gradually the book moves on to teach you advanced rendering techniques how to draw 3d scenes and how to improve the performance of your applications by the end of the book you will be familiar with the latest advanced techniques implemented with the vulkan api which can be used on a wide range of platforms style and approach this recipe based guide will empower you to implement modern graphic programming techniques and help gain a solid understanding of the new vulkan api

OpenGL Data Visualization Cookbook 2015-08-24 プログラムの読み方をすべて載せる ふりがなをふる という手法で 究極のやさしさを目指したふりがなプログラミングシリーズに ゲームを作りながら楽しくプログラミングが学べる一冊が登場 ブロックくずし や 迷路で追いかけっこ fps といったゲームを作りながら unityの使い方やプログラミングの基本が身につきます もちろん 従来のふりがなプログラミングシリーズと同様に 本書内に登場するプログラムの読み方をすべて載せ さらに 漢文訓読の手法を取り入れ 読み下し文を用意 プログラムの1行1行が何を意味していて どう動くのかが理解できます さらに本文にもすべてルビをふっているので 小学5年生くらいから読むことができます 本書はこんな人におすすめ はじめてunityやプログラミングに触れる人 過去にunityの入門書で挫折してしまった人 小学校高学年 中学生 高

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校生 本書の構成 チャプター1 unity最初の一歩 チャプター2 ブロックくずしを作ろう チャプター3 続ブロックくずしを作ろう スクリプトの秘密 チャプター4 続々ブロックくずしを作ろう 完成への道 チャプター5 迷路で追いかけっこゲームを作ろう チャプター6 fpsゲームを作ろう 発行 インプレス

Vulkan Cookbook 2017-04-28 the book is written in a cookbook format with practical recipes aimed at helping you exploit opengl to its full potential this book is targeted towards intermediate opengl programmers however those who are new to opengl and know an alternate api like directx might also find these recipes useful to create opengl animations

スラスラ読める UnityふりがなKidsプログラミング ゲームを作りながら楽しく学ぼう！ 2019-09-19 基礎から応用までc 参考書の決定版

OpenGL Development Cookbook 2013-01-01 gain proficiency with opengl and build compelling graphics for your games and applications about this book get to grips with a wide range of techniques for implementing shadows using shadow maps shadow volumes and more explore interactive real time visualizations of large 2d and 3d datasets or models including the use of more advanced techniques such as stereoscopic 3d rendering create stunning visuals on the latest platforms including mobile phones and state of the art wearable computing devices who this book is for the course is appropriate for anyone who wants to develop the skills and techniques essential for working with opengl to develop compelling 2d and 3d graphics what you will learn off screen rendering and environment mapping techniques to render mirrors shadow mapping techniques including variance shadow mapping implement a particle system using shaders utilize noise in shaders make use of compute shaders for physics animation and general computing create interactive applications using glfw to handle user inputs and the android

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sensor framework to detect gestures and motions on mobile devices use opengl primitives to plot 2 d datasets such as time series dynamically render complex 3d volumetric datasets with techniques such as data slicers and multiple viewpoint projection in detail opengl is a fully functional cross platform api widely adopted across the industry for 2d and 3d graphics development it is mainly used for game development and applications but is equally popular in a vast variety of additional sectors this practical course will help you gain proficiency with opengl and build compelling graphics for your games and applications opengl development cookbook this is your go to guide to learn graphical programming techniques and implement 3d animations with opengl this straight talking cookbook is perfect for intermediate c programmers who want to exploit the full potential of opengl full of practical techniques for implementing amazing computer graphics and visualizations using opengl opengl 4 0 shading language cookbook second edition with version 4 the language has been further refined to provide programmers with greater power and flexibility with new stages such as tessellation and compute opengl shading language 4 cookbook is a practical guide that takes you from the fundamentals of programming with modern glsl and opengl through to advanced techniques opengl data visualization cookbook this easy to follow comprehensive cookbook shows readers how to create a variety of real time interactive data visualization tools each topic is explained in a step by step format a range of hot topics is included including stereoscopic 3d rendering and data visualization on mobile wearable platforms by the end of this guide you will be equipped with the essential skills to develop a wide range

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of impressive opengl based applications for your unique data visualization needs this learning path combines some of the best that packt has to offer in one complete curated package it includes content from the following packt products opengl development cookbook by muhammad mobeen movania opengl 4 0 shading language cookbook second edition by david wolff opengl data visualization cookbook by raymond c h lo william c y lo style and approach full of easy to follow hands on tutorials this course teaches you to develop a wide range of impressive opengl based applications in a step by step format

C++クックブック 2006-09 rpgの元祖 ウルティマ シリーズ プログラマが明かす本職の技 ゲームプログラミングのバイブル ついに完全邦訳

OpenGL – Build high performance graphics 2017-05-29 get the best out of your games by scripting them using ue4 about this book a straightforward and easy to follow format a selection of the most important tasks and problems carefully organized instructions to solve problems efficiently clear explanations of what you did solutions that can be applied to solve real world problems who this book is for this book is intended for game developers who understand the fundamentals of game design and c and would like to incorporate native code into the games they make with unreal they will be programmers who want to extend the engine or implement systems and actors that allow designers control and flexibility when building levels what you will learn build function libraries blueprints containing reusable code to reduce upkeep move low level functions from blueprint into c to improve performance abstract away complex implementation details to simplify designer workflows incorporate existing libraries into your game to

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add extra functionality such as hardware integration implement ai tasks and behaviors in blueprints and c generate data to control the appearance and content of ui elements in detail unreal engine 4 ue4 is a complete suite of game development tools made by game developers for game developers with more than 100 practical recipes this book is a guide showcasing techniques to use the power of c scripting while developing games with ue4 it will start with adding and editing c classes from within the unreal editor it will delve into one of unreal s primary strengths the ability for designers to customize programmer developed actors and components it will help you understand the benefits of when and how to use c as the scripting tool with a blend of task oriented recipes this book will provide actionable information about scripting games with ue4 and manipulating the game and the development environment using c towards the end of the book you will be empowered to become a top notch developer with unreal engine 4 using c as the scripting language style and approach a recipe based practical guide to show you how you can leverage c to manipulate and change your game behavior and game design using unreal engine 4

ゲームコーディング・コンプリート 2010-04-06 openglは 高画質の2dおよび3dの画像表示用のライブラリです 本書は opengl策定員会によるグラフィックスライブラリopenglの規格 リファレンスおよびプログラミングの解説書です 第2版はopenglバージョン1 1に対応しております Unreal Engine 4 Scripting with C++ Cookbook 2016-10-24 directxプログラミングの開発基礎から プログラマブルシェーダを使ったより自然な表現方法までを 理論 豊富なサンプル例で実践メインに解説 directx 9世代のグラフィックスカードの性能を引き出す高度なテクニックを披露
OpenGLリファレンスマニュアル 1999-09 a systematic guide consisting of over 70 recipes which focus on helping you build portable

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mobile games and aims to enhance your game development skills with clear instructions if you are a c developer who wants to jump into the world of android game development and who wants to use the power of existing c libraries in your existing android java applications then this book is for you you need to have basic knowledge of c or c including pointer manipulation multithreading and object oriented programming concepts as well as some experience developing applications without using an ide

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Android NDK Game Development Cookbook 2013-11-25 visualization and analysis tools techniques and algorithms have undergone a rapid evolution in recent decades to accommodate explosive growth in data size and complexity and to exploit emerging multi and many core computational platforms high performance visualization enabling extreme scale scientific insight focuses on the subset of scientifi

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High Performance Visualization 2012-10-25 over 100 recipes to help you solve the most common problems faced by android developers today about this book find the answers to your common android programming problems from set up to security to help you deliver better applications faster uncover the latest features of android marshmallow to make your applications stand out get up to speed with android studio 1 4 the first android studio based on the intellij ide from jetbrains who this book is for if you are new to android development and want to take a hands on approach to learning the framework or if you are an experienced developer in need of clear working code to solve the many challenges in android development you can benefit from this book either way this is a resource you ll want to keep at your desk for a quick reference to solve new problems as you tackle more challenging projects what you will learn along with marshmallow get hands on working with google s new android studio ide develop applications using the latest android framework while maintaining backward compatibility with the support library master android programming best practices from the recipes create exciting and engaging applications using knowledge gained from recipes on graphics animations and multimedia work through succinct steps on specifics that will help you complete your project faster keep your app responsive and prevent anrs with examples on the asynchtask class utilize google speech recognition apis for your app make use of google cloud messaging gcm to create push notifications for your users get a better understanding of the android framework through detailed explanations in detail the android os has the largest installation base of any operating system in the world there has never been a better time to learn android development to write your own applications or to make your own contributions to the open source community this cookbook will make it easy for you to jump to a topic of interest and get what you need to implement the feature in your own application if you are new to android and learn best by doing then this book will provide many topics of interest starting with the basics of android development we move on to more advanced concepts and we ll guide you through common tasks developers struggle to solve the first few chapters cover the basics including activities layouts widgets and the menu from there we cover fragments and data storage including sqlite device sensors the camera and gps then we move on more advanced topics such as graphics and animation including opengl multi threading with asynctask and internet functionality with volley we ll also demonstrate google maps and google cloud messaging also known as push notifications using the google api library finally we ll take a look at several online services designed especially for android development take your application big time with full internet web services without having to become a server admin by leveraging the power of backend as a service baas providers style and approach this book progresses from the fundamentals of android development to more advanced concepts with recipes to solve the most common problems faced by developers this cookbook makes it easy to jump to specific topics of interest where you ll find simple steps to implement the solution and get a clear explanation of how it works

Android 9 Development Cookbook 2018-10-19 master the art of shader programming to bring life to your unity projects about this book this book will help you master the technique of physically based shading in unity 5 to add realism to your game quickly through precise recipes from an eminent author this book offers you the fine technicalities of professional post processing effects for stunning results this book will help you master shader programming through easy to follow examples to create stunning visual effects that can be used in 3d games and high quality graphics who this book is for unity effects and shader cookbook is written for developers who want to create their first shaders in unity 5 or wish to take their game to a whole new level by adding professional post processing effects a solid understanding of unity is required what you will learn understand physically based rendering to fit the aesthetic of your game enter the world of post processing effects to make your game look visually stunning add life to your materials complementing shader programming with interactive scripts design efficient shaders for mobile platforms without sacrificing their realism use state of the art techniques such as volumetric explosions and fur shading build your knowledge by understanding how shader models have evolved and how you can create your own discover what goes into the structure of shaders and why lighting works the way it does master the math and algorithms behind the most used lighting models in detail since their introduction to unity shaders have been notoriously difficult to understand and implement in games complex mathematics have always stood in the way of creating your own shaders and attaining that level of realism you crave with shaders you can transform your game into a highly polished refined product with unity s post processing effects unity shaders and effects cookbook is the first of its kind to bring you the secrets of creating shaders for unity3d guiding you through the process of understanding vectors how lighting is constructed with them and also how textures are used to create complex effects without the heavy math we ll start with essential lighting and finishing up by creating stunning screen effects just like those in high quality 3d and mobile games you ll discover techniques including normal mapping image based lighting and how to animate your models inside a shader we ll explore the secrets behind some of the most powerful techniques such as physically based rendering with unity shaders and effects cookbook what seems like a dark art today will be second nature by tomorrow style and approach the recipes in this book contain step by step instructions complemented by screenshots and code and real world examples

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2016-03-31 over 100 recipes to help you develop cross platform native applications in javascript about this book leverage your javascript skills to write mobile applications using titanium studio tools with the native advantage deploy your application on the app store and google play add your own ios native modules in objective c in an easy to follow step by step format who this book is for this book is an essential for any developer learning or using javascript who wants to write native ui applications for ios and android no knowledge of objective c swift and java is required and you ll quickly be developing native cross platform apps in javascript what you will learn transfer data between applications with url schemes and make your application accessible to other mobile applications and services connect with remote services using json work with google maps and apple maps gps and annotate routes create animations and special effects integrate notifications and connect with social media services such as facebook and twitter build applications with alloy mvc a rapid application development framework design native apis and use local databases in detail the mobile web has paved the way but many users want to have native applications installed using appcelerator as a platform it s now possible to write ios android and windows phone applications in javascript it allows developers to develop fully native ui applications using appcelerator studio tools without any knowledge of objective c swift or java this book will take you through the process of building cross platform native ui applications for the mobile from scratch you will learn how to develop apps how to use gps cameras and photos and how to build socially connected apps you will also learn how to package them for submission to the app store and google play this cookbook takes a pragmatic approach to creating applications in javascript from putting together basic uis to handling events and implementation of third party services such as twitter facebook and push notifications the book shows you how to integrate datasources and server apis and how to use local databases the topics covered will guide you to use appcelerator studio tools for all the mobile features such as geolocation accelerometer animation and more you ll also learn about alloy the appcelerator mvc framework for rapid app development and how to transfer data between applications using urlschemes enabling other developers to access and launch specific parts of your app finally you will learn how to register developer accounts and publish your very own applications on the app store and google play style and approach this book offers a set of practical recipes with a step by step approach for building native applications for both the ios and android using javascript this hands on guide shows you exactly how to use the appcelerator platform to rapidly develop cross platform native apps

Unity 5.x Shaders and Effects Cookbook 2016-02-26 the lua language allows developers to create everything from simple to advanced applications and to create the games they want creating a good game is an art and using the right tools and knowledge is essential in making game development easier this book will guide you through each part of building your game engine and will help you understand how computer games are built the book starts with simple game concepts used mainly in 2d side scroller games and moves on to advanced 3d games plus the scripting capabilities of the lua language give you full control over game by the end of this book you will have learned all about the components that go into a game created a game and solved the problems that may arise along the way

Appcelerator Titanium Smartphone App Development Cookbook 2015-11-30 over 50 new and improved recipes to put visual studio 2015 to work in your crucial development projects about this book get to grips with all the new visual studio 2015 features regardless of your preferred programming language apply visual studio to all areas of development writing debugging and application lifecycle maintenance straightforward and hands on advice for building both windows and android apps who this book is for if you are a developer excited about the new features introduced in visual studio 2015 then no matter what your programming language of choice is visual studio 2015 cookbook is for you you should have a good knowledge of working with previous versions of visual studio to benefit from the recipes in this book what you will learn customize the editor s new abilities to fit your development style create apps for windows use visual studio to debug parallel and concurrent programs integrate net framework 4 6 effectively put typescript to work in your web applications develop modern c 11 with visual studio 2015 protect and manage your source code with team foundation server in detail visual studio 2015 is the premier tool for developers targeting the microsoft platform learning how to effectively use this technology can enhance your productivity while simplifying your most common tasks allowing you more time to focus on your project visual studio 2015 is packed with improvements that increase productivity and this book walks you through each one in succession to help you smooth your workflow and get more accomplished from customization and the interface to code snippets and debugging the visual studio upgrade expands your options and this book is your fast track guide to getting on board quickly visual studio 2015 cookbook will introduce you to all the new areas of visual studio and how they can quickly be put to use to improve your everyday development tasks with this book you will learn not only what vs2015 offers but what it takes to put it to work for your projects style and approach this book is a practical guide to using visual studio 2015 and will help you become familiar with the improvements made in previous versions each recipe provides a hands on approach to the new features with step by step instructions on how to increase your productivity

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