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# Shader X6 Advanced Rendering By Wolfgang Engel

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*May 9th, 2020 - jupiter ex uses an advanced rendering system for special effects explosions fire steam smoke dust etc one of the noticeable differences from other games is the effective particle system just look at the screenshots from the game sparks and explosions look great even now to say nothing about the release date and especially when the first screenshots appeared'*

**'publication recent and selected**

**June 8th, 2020 - siggraph siggraph asia see journal section above gdc game developers conference is there anything parable to spherical harmonics but simpler t t wong and c s leung in game developers conference 2007 gdc2007 san francisco california usa march 2007 sphere maps with the near equal solid angle property l wan and t t wong in game developers conference 2007 gdc2007"kolya s blog instant radiosity**

May 13th, 2020 - finally i would like to present my instant radiosity application for the cornell box 10 which is based on the articles 1 and 2 the environment of the scene consists of a white ceiling a white floor a white back wall a red left wall a green right wall two equal sized white boxes and a point light source as a primary light source'

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*June 6th, 2020 - editorial board member of the books shaderx5 shader x6 shader x7 gpupro 2 3 4 5 6 7 gpu zen from the series advanced rendering techniques editor wolfgang engel recent program mittees"*

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