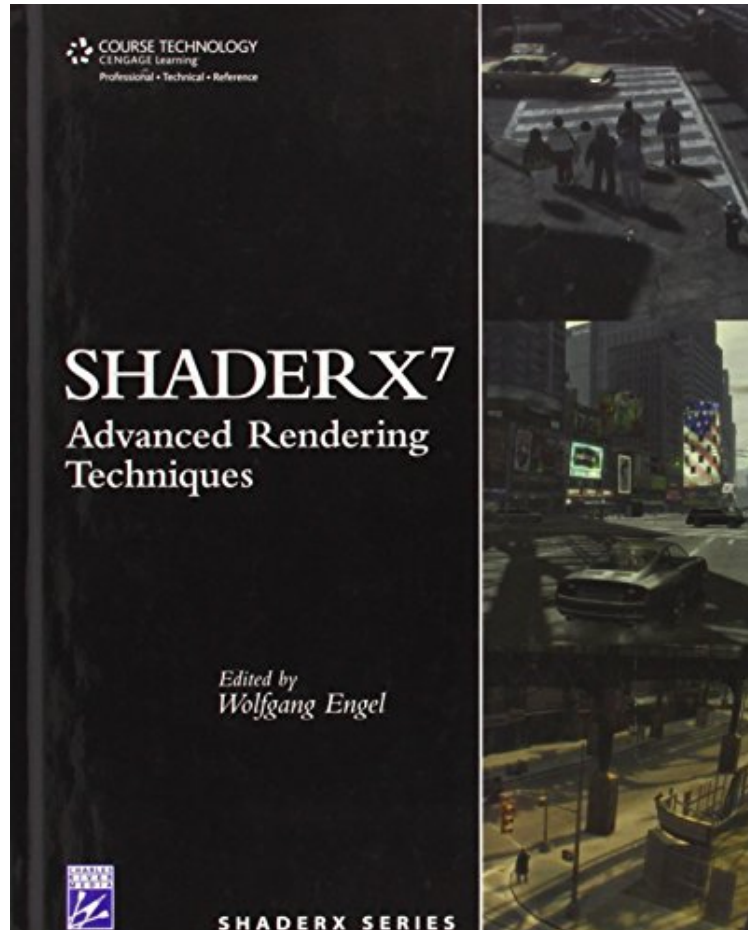


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## ShaderX7: Advanced Rendering Techniques

Wolfgang Engel

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About the Author Wolfgang is working in Rockstar's core technology group as the lead graphics programmer. He is the editor of the ShaderX books, the author of several other books and loves to talk about graphics programming. He is also a MVP DirectX since July 2006 and active in several advisory boards in the industry.