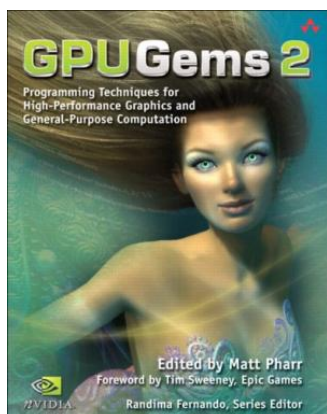Get Doc

# GPU GEMS 2: PROGRAMMING TECHNIQUES FOR HIGH-PERFORMANCE GRAPHICS AND GENERAL-PURPOSE COMPUTATION



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- Authored by Matt Pharr
- Released at 2005



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