**Links Recomendados de Computação Gráfica**

**Outros Links Recomendados**

Unity > <http://bit.ly/2q0A0dJ>

Física para Jogos Digitais > <http://bit.ly/2pF6oRU>

Computação Gráfica para Jogos Digitais > <http://bit.ly/2lZy8yk>

Inteligencia Artíficial para Jogos Digitais > <http://bit.ly/2rB9PLb>

Gerais > <http://bit.ly/2un1nNX>

**Canais no Youtube**

Makin’ Stuff Look Good > <https://www.youtube.com/channel/UCEklP9iLcpExB8vp_fWQseg>

RPG Maker Speed Mapping > <https://www.youtube.com/user/HerrImp/featured>

Mirza > <https://www.youtube.com/user/TheMirzaBeig/featured>

Sebastian Lague > <https://www.youtube.com/user/Cercopithecan>

N3K EN > <https://www.youtube.com/channel/UCtQPCnbIB7SP_gM1Xtv8bDQ>

Holistic 3D > <https://www.youtube.com/channel/UCp_SOgsRYdLfIEWLjM62ZJg/videos>

**Palestras**

Unite Europe 2016 - PCG in Unity > <https://youtu.be/F2TfRaZ6COQ>

50 Game Camera Mistakes > <https://www.youtube.com/watch?v=C7307qRmlMI>

The Art of Destiny’s First Person Shooter > <https://www.youtube.com/watch?v=CXFLu8cityA>

**Tutoriais Especificos**

Unity 5 Lighting Tutorial > <https://youtu.be/xC1oAEbfDlI>

How to get Volumetric Lighting in Unity > <https://youtu.be/H5v_X1k02U0>

Procedural Planets in Unity > <https://youtu.be/1-tQshSno3c>

Procedural Planets in Unity p1> <https://medium.com/@peter_winslow/creating-procedural-planets-in-unity-part-1-df83ecb12e91>

Procedural Planets in Unity p2> <https://medium.com/@peter_winslow/creating-procedural-planets-in-unity-part-2-1ea4f4314ed3>

Procedural Island Generation > <https://shanee.io/blog/2015/09/25/procedural-island-generation/>

Procedural generated mesh in Unity > <https://blog.nobel-joergensen.com/2010/12/25/procedural-generated-mesh-in-unity/>

An Introduction to Materials & Standard Shader in Unity > <https://www.codementor.io/unity3d/tutorial/an-introduction-to-materials--standard-shader-in-unity>

Rendering > <http://catlikecoding.com/unity/tutorials/rendering/part-1/>

**Cursos**

SIGGRAPH 2016 Course: Physically Based Shading in Theory and Practice > <http://blog.selfshadow.com/publications/s2016-shading-course/>

**Extras**

Extrair terenos reais > <http://terrain.party/>

Ray Casting no Wolfenstein 3D > <http://lodev.org/cgtutor/raycasting.html>

HeightmapFromTexture > <http://wiki.unity3d.com/index.php?title=HeightmapFromTexture>

Light and Color > <http://lodev.org/cgtutor/color.html>

Image Arithmetic > <http://lodev.org/cgtutor/imagearithmetic.html>

Geração de Terrenos Proceduralmente usando o Diamond-Square > <http://www.playfuljs.com/realistic-terrain-in-130-lines/>

Coordinate Transformation Under Rotation > <https://www.miniphysics.com/coordinate-transformation-under-rotation.html>

World, View and Projection Transformation Matrices > <http://www.codinglabs.net/article_world_view_projection_matrix.aspx>

NormalMap-Online > <http://cpetry.github.io/NormalMap-Online/>

ProceduralPrimitives > <http://wiki.unity3d.com/index.php/ProceduralPrimitives>

Conversão de cores entre modelos > <https://www.rapidtables.com/convert/color/hsl-to-rgb.html>

Sistemas de cores pt1 > <https://vanseodesign.com/web-design/color-systems-1/>

Sistemas de cores pt2 > <http://vanseodesign.com/web-design/color-systems-2/>

Gamma Correction in Computer Graphics > <https://www.teamten.com/lawrence/graphics/gamma/>

Automatic Setup of a Humanoid > <https://blogs.unity3d.com/pt/2013/02/07/automatic-setup-of-a-humanoid/>

Gamma Corection and Why it Matters > <https://gamedevelopment.tutsplus.com/articles/gamma-correction-and-why-it-matters--gamedev-14466>

Gamma and Linear Color Space > <http://www.kinematicsoup.com/news/2016/6/15/gamma-and-linear-space-what-they-are-how-they-differ>

**Tutoriais de Shaders**

Cg 3.1 Toolkit Documentation > <http://http.developer.nvidia.com/Cg/index_stdlib.html>

Cg Programming / Unity > <https://en.wikibooks.org/wiki/Cg_Programming/Unity>

An Introduction to Unity Shaders > <https://www.3dgep.com/an-introduction-to-unity-shaders/>

Toon Shader > <https://unitygem.wordpress.com/shader-part-4/>

Computer Graphics and Visualisation > <http://www.pling.org.uk/cs/cgv.html>

Exemplos da documentação de Shaders > <https://docs.unity3d.com/462/Documentation/Manual/SL-VertexFragmentShaderExamples.html>

Unity 5 Shader Programming > <https://digitalerr0r.wordpress.com/2015/09/02/unity-5-shader-programming-1-an-introduction-to-shaders/>

Shader Development ><http://cvgshader.teachable.com/p/shader-development-using-unity-5>

Shader Mixing Examples > <https://github.com/inbgche/ShaderMixingSample>

Rules to Multi-pass Shaders > <http://albertshih.blogspot.com.br/2014/11/rules-for-multi-pass-shaders-in-unity.html>

MeltingShader > <http://diary.conewars.com/vertex-displacement-shader/>

https://tohad.deviantart.com/art/Forest-of-Liars-remains-of-the-past-745368704