

The Cg Tutorial The Definitive Guide To Programmable Real

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The Cg Tutorial The Definitive

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The Cg Tutorial - Chapter 1. Introduction

Welcome to the home page for The Cg Tutorial: The Definitive Guide to Programmable Real-Time Graphics. On this page, you'll find information about the book, online versions of the book's CD content, supplementary content, and more. We invite you to take a look around. If you'd like to experiment with Cg programs, we highly recommend FX Composer, our full-featured shader authoring environment.

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If you are familiar with C or one of its derivatives, such as C++ or Java, Cg will be very approachable. Cg programs are relatively short, often less than a page, so even an artist or novice programmer can get the gist of Cg from this tutorial and learn to write interesting Cg programs.

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2. The Simplest Programs - The Cg Tutorial: The Definitive ...

Cg (short for C for Graphics) and High-Level Shading Language (HLSL) are two names given to a high-level shading language developed by Nvidia and Microsoft for programming shaders. Cg/HLSL is based on the C programming language and although they share the same core syntax, some features of C were modified and new data types were added to make Cg/HLSL more suitable for programming graphics ...

Cg (programming language) - Wikipedia

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This page lists errors and corrections to The Cg Tutorial: The Definitive Guide to Programmable Real-Time Graphics.. If you find new errors or corrections, please send e-mail to CgSupport@nvidia.com, with the subject Errata for The Cg Tutorial.. List of Errors and Corrections: p.71 - The last sentence in the first paragraph after the code sample should say "operator overloading" and not ...

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