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GPU Pro 5: Advanced Rendering Techniques: 9781482208634 ...

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In this field, technology evolves at a staggering pace, unlocking new and better rendering techniques. GPU Pro 5 offers awesome insight on these new techniques. As with its predecessors, the book is divided into a set of major sections: rendering, lighting & shading, image space, mobile devices, 3D engine design, and compute.

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It means that instead of rendering the result on display, the GPU will somehow return it to the API caller. There are considerable differences between the two technologies. Firstly, CUDA is a proprietary framework developed and supported only by Nvidia, while OpenCL is an open standard rather than a complete solution or concrete implementation.

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