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Primarily intended for graphics programmers, the 48 contributions in this second volume share experience and advice about programming graphics processing units (GPUs) for complex geometry, shading and lighting, high quality rendering, and general purpose computation. Topics include tile-based texture mapping, generic refraction simulation, the GeForce 6 series GPU architecture, global illumination using progressive refinement radiosity, and a GPU framework for solving systems of linear equations. The CD-ROM contains code samples, movies, and demonstrations of the techniques.