CALL FOR PARTICIPATION

GPU Gems II
Techniques for Graphics and Compute-Intensive Programming

Introduction

Following the success of *GPU Gems: Programming Techniques, Tips, and Tricks for Real-Time Graphics* (it was the runaway bestseller at GDC 2004 and entered its second printing just weeks after being published), we have decided to produce a second *GPU Gems* volume in order to showcase the best new ideas and techniques for the latest programmable GPUs. Like the first *GPU Gems* volume, *GPU Gems II* will be hard bound and in full color.

Tentatively titled *GPU Gems II: Techniques for Graphics and Compute Intensive Programming*, this book will be edited by Matt Pharr, software engineer at NVIDIA. Matt has extensive experience in the field of computer graphics and has recently authored a book on physically-based rendering, several SIGGRAPH publications, and three chapters in the original *GPU Gems* book. Randy Fernando, editor of the first *GPU Gems*, will serve as the series editor.

We're looking for innovative ideas from developers who are using GPUs in new ways to create stunning graphics and cutting-edge applications. Chapters should present techniques and ideas that are broadly useful to GPU programmers and that can be integrated into their applications. *GPU Gems II* will have an increased focus on chapters exploring non-graphics applications of the computational capabilities of GPU hardware (learn more at www.GPGPU.org).

If you would like to participate, please read through the following guidelines and send an e-mail to **articlesubmissions@nvidia.com** with your proposed chapter title as the subject line, and the required description in the e-mail body. The deadline for chapter abstracts is **Monday, August 16, 2004**. *Please note that if your abstract is accepted, you will receive additional time to write the complete chapter.*

Guidelines for Chapter Abstracts

Each chapter proposal should account for the following information:

- **Chapter Subject.** Your chapter can be about any topic related to applying GPUs in useful and compelling ways. For example, you may choose to write about a specific shader or technique for rendering an interesting effect, or you could write about a strategy for integrating shaders into a game engine. Or you might discuss an interesting way to apply the GPU's horsepower in a non-graphics area. The main requirement is that your chapter should have practical value for the community.

- **Chapter Length.** Chapters should range from five to twenty pages of final formatted book pages. This requirement accounts for figures, code samples, and page layout, so there would be approximately 200 to 300 words per page. In some cases, we may accept chapters that are shorter or longer than the suggested length, depending on their content. A chapter does not have to be long or complicated to be accepted. In fact, an idea that is simple and compelling is more likely to be accepted.

- **Assistance from NVIDIA.** NVIDIA will help contributors by creating their figures, as well as by providing copyediting services.

- **Rights.** You must have the right to publish your work and associated images (diagrams and screenshots) if it is accepted.

- **Proposal Content.** Each e-mailed proposal (chapter abstract) should contain a tentative chapter title in the subject line and a concise chapter description in the e-mail body (no more than 300 words). We recommend that the description include references to attached screenshots that demonstrate the technique in action. Ultimately you must be able to provide a working program that demonstrates your technique. Complete source code is not necessarily required, though a self-contained example will be a plus.

- **Proposal Deadline.** We will be working on an aggressive schedule, so initial abstracts will be due on **August 16, 2004**. Because our goal is to provide a comprehensive set of authoritative and practical chapters, we strongly suggest submitting ideas about techniques that have already been developed and tested.

- **Acceptance.** *If your proposal is accepted, we will contact you directly and discuss our expectations for the full chapter, as well as the next steps in the process.* Notifications will be sent out approximately two weeks after the proposal deadline. You will have to be committed to writing a clear, concise, and informative chapter that will benefit the GPU-using community.