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Real-Time Rendering, Fourth Edition by Tomas Akenine-Mo Ller, 9781138627000, available at Book Depository with free delivery worldwide.

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This edition in particular is very up-to-date, with huge additions over the previous edition including several chapters on real-time ray-tracing, volumetric rendering, and modern GPU architecture. If you were like me and were uncertain about the book because of the print quality, I can say for myself that I have found these claims to be greatly exaggerated.

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