



3D Game Engine Design: A Practical Approach to Real-Time Computer Graphics (Morgan Kaufmann Series in Interactive 3D Technology)

David H. Eberly

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A major revision of the international bestseller on game programming!

Graphics hardware has evolved enormously in the last decade. Hardware can now be directly controlled through techniques such as shader programming, which requires an entirely new thought process of a programmer. 3D Game Engine Design, Second Edition shows step-by-step how to make a shader-based graphics engine and how to tame the new technology. Much new material has been added, including more than twice the coverage of the essential techniques of scene graph management, as well as new methods for managing memory usage in the new generation of game consoles and portable game players. There are expanded discussions of collision detection, collision avoidance, and physics - all challenging subjects for developers.

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