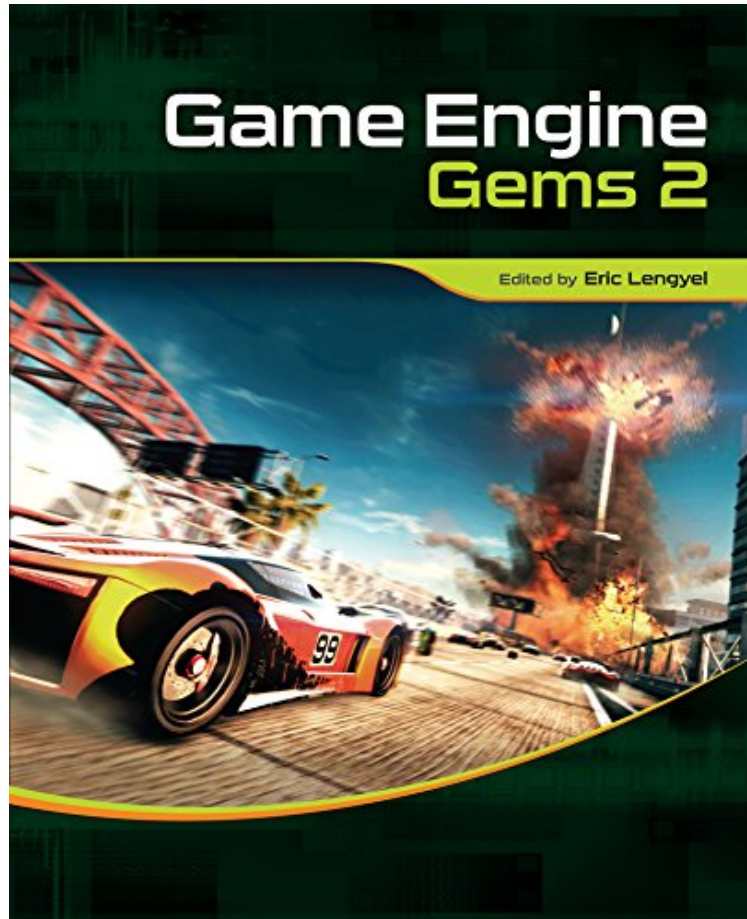


Game Engine Gems 2

Von A K Peters/CRC Press

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Von A K Peters/CRC Press : Game Engine Gems 2 before purchasing it in order to gage whether or not it would be worth my time, and all praised Game Engine Gems 2:

KundenrezensionenHilfreichste Kundenrezensionen1 von 2 Kunden fanden die folgende Rezension hilfreich. Schlechtes Preis/LeistungsverhlnisVon StiernackenDieses Buch von Eric Lengyel, ein angesehener Autor der Visualisierungscommunity, ist in hnlicher Art aufgebaut, wie die bekannte "Game Programming Gems"-Reihe von Dante Treglia. Wer es aber mit dieser vergleicht knnte enttuscht sein. Die Artikel driften zu oft ins belanglos-Anekdotenhafte ab und drehen sich grtenteils um Binsenweisheiten, ohne dass vielleicht ein oder zwei Artikel so gut wren, dass sie den Gesamteindruck retten wrden.Es ist schwierig, zu beurteilen, ob Anfnger darin wirklich etwas Ntzliches finden oder nicht, ich wrde lediglich empfehlen vorher einen Blick ins Buch zu werfen um zu schauen, ob man soviel Geld ausgeben will.

Kurzbeschreibung This book, the second volume in the popular Game Engine Gems series, contains short articles that focus on a particular technique, describe a clever trick, or offer practical advice within the subject of game engine development. The 31 chapters cover three broad categories: graphics and rendering, game engine design, and systems programming. Professional game developers, students of game development and computer science, and anyone interested in learning how the pros tackle specific problems that arise during game engine development will find useful gems in this collection. Supplementary materials, including demos, source code, examples, specifications, and more can be found at www.gameenginegems.net.

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