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Game Programming Gems Game Programming

Game Programming Gems is a hands-on, comprehensive resource packed with a variety of game programming algorithms written by experts from the game industry and edited by Mark DeLoura, former software engineering lead for Nintendo of America, Inc. and now the newly appointed editor-in-chief of Game Developer magazine.

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Amazon.com: Game Programming GEMS 3 (GAME PROGRAMMING GEMS ...

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This is the latest volume in the game programming gems series that is now six years old. This book, like the others in the series, is a collection of articles written by industry experts for the advanced game programmer.

Amazon.com: Game Programming Gems 6 (Book & CD-ROM) (Game ...

Game Programming Gems 2 is a collection of short articles detailing various aspects of computer game design. Personally, I found the first half of the book to be very helpful while the second half, on rendering and audio techniques, was too brief and lacked the depth to be of much use.

Game Programming Gems 2 (GAME PROGRAMMING GEMS SERIES ...

I have yet to find any other book that begins to approach the excellence of Game Programming Gems in terms of the breadth and depth of the subjects covered. GPG will serve as an excellent introduction to a broad variety of game programming techniques for those new to the industry, and an invaluable desk reference and for more experienced game ...

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Game Programming Gems 1. Section 1 Programming. 1.0 The Magic of Data-Driven Design. 1.1 Object-Oriented Programming and Design Techniques. 1.2 Fast Math Using Template Metaprogramming. 1.3 An Automatic Singleton Utility. 1.4 Using the STL in Game Programming. 1.5 A Generic Function-Binding Interface.

Video game programming: Game Programming Gems - List of ...

With its leading-edge material on algorithms used by the competition, Game Programming Gems will be a virtual must-read for anyone who works in the game industry. With code samples geared to OpenGL that should run on both Windows and Linux, this book will help developers hone their game programming skills.

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Game Engine Gems

With every new volume, the Game Programming Gems series continues to provide a road map through the vast array of development challenges facing today's game programmers. With the wisdom of many industry experts, Gems 5 includes 62 newly unearthed gems that were polished up for your reading pleasure.

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Game Programming Gems is a hands-on, comprehensive resource packed with a variety of game programming algorithms written by experts from the game industry and edited by Mark DeLoura, former software engineering lead for Nintendo of America, Inc. and now the newly appointed editor-in-chief of Game Developer magazine.

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Mark DeLoura is the creator and series editor of the Game Programming Gems series of books. In his role as Vice President of Technology for GreenScreen Interactive, Mark focuses on pushing the boundaries of technology for games and making great games more efficiently.

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Aimed at the working (or aspiring) Visual C/C++ game programmer, Game Programming Gems contains over 60 programming tips that have been gathered from more than 40... Free shipping over \$10. Buy a cheap copy of Game Programming Gems book by Mark DeLoura.

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