



Game Programming Gems 2 (Game Programming Gems (W/CD)) (Vol 2)

By Mark DeLoura

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Blazing through the excitement generated by the first volume, Game Programming Gems II is here with an entirely new set of innovative ideas, techniques, and algorithms. Game developers of all levels will find insightful tips and tools from this unique collection. Written by game programming experts, each contribution provides a hands-on solution to a programming problem, or a creative method for reducing programming time and redundancy. Edited by Mark DeLoura, Editor-In-Chief of Game Developer magazine and a group of top-notch area editors, this collection covers the major topics needed to develop a state-of-the-art game engine and provides all new coverage of audio issues. From animation and artificial intelligence to Z-buffering, lighting calculations, weather effects, curved surfaces, audio tools, multiplayer Internet gaming, music and sound effects, all of the major techniques needed to develop a competitive game engine are covered. All of the source code for each algorithm is included and can be used by advanced programmers immediately. For aspiring game programmers, the text for each algorithm explains the algorithm in detail, gives suggestions for beneficial modifications and optimizations, and includes references to related material.

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Editorial Review

Review

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About the Author

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. Over his 15+ years in the games industry, Mark has served in a variety of technology-related roles at Nintendo, Sony, Ubisoft, Game Developer magazine, and as an independent consultant. He is an adamant believer in sharing and reusing technology, and he believes that everyone should be able to make games. He maintains a website at www.satori.org.

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