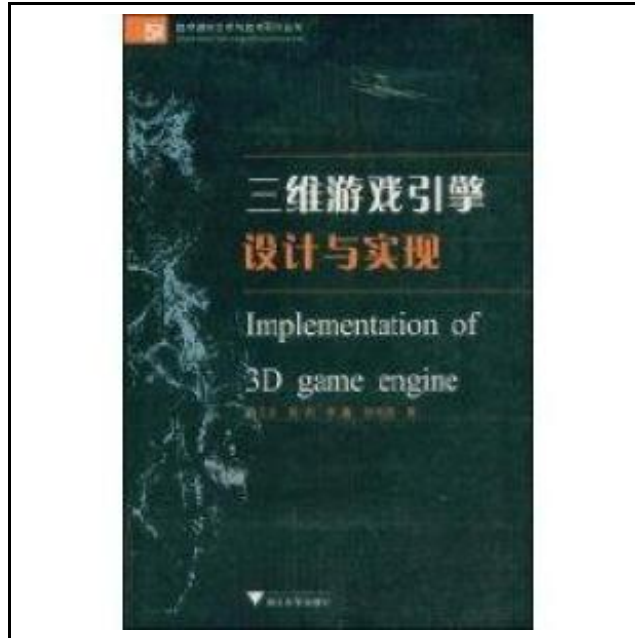


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paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 198 Publisher: Zhejiang University Press Pub. Date :2008-10-1. Introduction. Design and implementation of three-dimensional game engine design combined with the author and self-funded research has won national cap engine design and implementation of specific introduce the three-dimensional game engine and its development process. Three-dimensional game engine design and implementation of specific game engine Wei introduced the framework. three-dimensional scene management module design. rendering the design. the design of skeletal animation. particle effects and design editor. gui design of its editor. enter output module design. network design module. sound module design. module design and artificial intelligence engine. such as the general framework of the West side of the content. cap the engine by the c language. complete with a CD of all the source code of the engine and several related dem0. and engine design reference document. Design and implementation of three-dimensional game engine as a digital media-related colleges and universities of professional education on the book flesh; can also be set up as the game lovers to discuss books or reference books. Contents: Chapter 1 Overview 1.1 What game engine development for the world game engine 1.2 engine. game engine 1.2.1 Overview of the birth (1992-1993) 1.2.2 engine of change (1994-1997) 1.2.3 engine revolution (1998-2000) 1.2.4 engine of the next century (2001 -) 1.3 Overview 1.4 domestic game engine. game engine development trends in Chapter 2 the general framework of the game engine game engine design architecture 2.1 2.2 2.2 client architecture. a hall server login server 2.2.2 2.2.3 2.2.5 server data center server. game server 2.2.4 Chapter 3-D scene management module design 3.1 3.2 a scene graph node to the bounding box surrounding the ball 3.4...



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