

SECOND EDITION

Game Engine Architecture



Jason Gregory

FOREWORD BY **Richard Lemarchand**



CRC Press
Taylor & Francis Group

Game Engine Architecture Second Edition

Jason Gregory



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Game Engine Architecture Jason Gregory, 2018 *3D Game Engine Architecture* David H. Eberly, 2005

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3D Game Engine Architecture David Eberly,2004-12-17 Dave Eberly s 3D Game Engine Design was the first professional guide to the essential concepts and algorithms of real time 3D engines and quickly became a classic of game development Dave s new book 3D Game Engine Architecture continues the tradition with a comprehensive look at the software engineering and programming of 3D engines This book is [The Publishers' Trade List Annual](#) ,1875 [American Book Publishing Record](#) ,2006 [3D Game Engine Architecture](#) David H. Eberly,2005

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