

Foundations Of Game Engine Development Volume 1 Mathematics

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While here, in Foundations of Game Engine Development, you have tried and true methods that have been incorporated into practically any engine written in the last 10 - 15 years. The engine code is in C++, and the shader code is in a high level language, but the author thankfully does not mix in any API code so all the techniques are applicable to whatever API you prefer.

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The first volume of Foundations of Game Engine Development discusses the mathematics needed by engineers who work on games or other types of virtual simulations. The book begins with conventional treatments of topics such as linear algebra, transforms, and geometry.

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Game Engine Development

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