

3D Graphics Programming: Games & Beyond

**3D GRAPHICS
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3D Graphics Programming: Games & Beyond By Sergei Savchenko

3D Graphics Programming: Games & Beyond is a comprehensive guide to polygonal 3D graphics with an emphasis on techniques used in computer games. It contains descriptions of the most useful algorithms and combines them with practical programming examples to give programmers more control over their programs. The book's structured approach enables programmers to create their own libraries if necessary. It offers a firm theoretical base that is presented in an intuitive manner. Describing both theoretical and practical issues, the book examines thoroughly the underlying mathematical principles of 3D graphics. It gives code examples and illustrations of vital concepts using an included library, which is well commented, easy to examine, change or use.

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3D Graphics Programming: Games & Beyond By Sergei Savchenko Bibliography

- Sales Rank: #2416276 in Books
- Brand: Brand: Sams
- Published on: 2000-07-24
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x .90" w x 7.30" l,
- Binding: Paperback
- 384 pages

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About the Author

Sergei Savchenko, MSC is an avid gamer currently working as an engineer with Canadian Aviation Electronics in Montreal. His current projects include updating commercial flight simulators and integrating porting software. He has taught undergraduate computer science and artificial intelligence courses at McGill University in Canada. Sergei is also the creator of 3Dgpl a multiplatform graphics library and Hind MI-24 a flight simulator/visual game for NeXTStep. He is widely respected as a consultant in the domains of game graphics, scientific visualization and automated reasoning.

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