Find PDF

DESIGN AND IMPLEMENTATION OF A 3D ACTION PUZZLE GAME



VDM Verlag Aug 2010, 2010. Taschenbuch. Book Condition: Neu. 220x150x5 mm. This item is printed on demand - Print on Demand Neuware - This paper depicts the process of developing a prototype for a 3D computer game and the underlying game engine. It includes in depth information about game design basics as well as detail about the implementation of various game engine features. These features include a physics engine, modern rendering techniques and advanced shadow mapping algorithms. The elaboration of...

Download PDF Design and Implementation of a 3D Action Puzzle Game

- Authored by Falco Wockenfuß
- Released at 2010



Filesize: 6.03 MB

Reviews

Just no phrases to spell out. it was writtern very properly and valuable. I am very easily can get a delight of reading a written book.

-- Eric Macejkovic

The best ebook i actually study. I have got study and i am certain that i am going to going to study yet again again in the foreseeable future. I found out this ebook from my i and dad suggested this book to find out.

-- Allison Heaney

Basically no phrases to explain. It really is filled with knowledge and wisdom You are going to like how the author create this book.

-- Gerald Conn