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深入理解计算机系统

计算机体系结构

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2 编程语言

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Effective C++

More Effective C++

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C++标准库

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C++并发编程实战

The Boost C++ Libraies

Effective STL中文版

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深度探索C++对象模型

Imperfect C++中文版

C++ Templates

C++设计新思维

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From Mathematics to Generic Programming

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面向对象分析与设计

4 游戏程序员的数学课

游戏编程数学初阶

Foundations of Game Engine Development, Volume 1: Mathematics

3D游戏与计算机图形学中的数学方法

3D Math Primer for Graphics and Game Development

Essential Mathematics for Games and Interactive Applications

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Geometric Algebra for Computer Science

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Visualizing Quaternions

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5 游戏编程

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6 游戏引擎开发

游戏引擎开发新手

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3D Game Engine Architecture

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Modern X86 Assembly Language Programming

GPGPU Programming for Games and Science

Vector Games Math Processors

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Game Development Tools

Designing the User Experience of Game Development Tools

7. 计算机图形学

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Real-Time 3D Rendering with DirectX and HLSL

DirectX 9.0 3D游戏开发编程基础

OpenGL编程指南(原书第8版)

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计算机图形学原理及实践:C语言描述

Principles of Digital Image Synthesis

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Level of Detail for 3D Graphics

3D Engine Design for Virtual Globes

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Jim Blinn's Corner:A Trip Down the Graphics Pipeline

Jim Blinn's Corner:Dirty Pixels

Andrew Glassner's Notebook

Jim Blinn's Corner:Notation, Notation,Notation

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The Magic of Computer Graphics

8 游戏音效

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9. 游戏物理和动画

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Character Animation with Direct3D

Real-time 3D Character Animation with Visual C++

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Collision Detection in Interactive 3D Environments

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The Art of Fluid Animation

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10. 游戏人工智能（AI）

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Artificial Intelligence for Games

游戏开发中的人工智能

游戏人工智能编程案例精粹

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Behavioral Mathematics for Game AI

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