



3D Games: Real-Time Rendering and Software Technology, Volume 1 (With CD-ROM)

Alan Watt, Fabio Policarpo

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This is the first academic games programming book/CD package that is expressly written for new degree courses in 3D-games programming. Authors introduce the theory behind the design of computer games and detail advanced techniques used in the industry.

Students will be able to develop their own games within the game 'skeletons' accompanying the book, and will learn how to program complex games. This book could also be used for a more standard undergraduate 3D graphics programming course, with the games context being highly motivational.

This book is a comprehensive treatment of current 3D games technology, including:

- * Theoretical foundations
- * Classical 3D graphics
- * Real-time rendering technology
- * Dynamics
- * Collision detection
- * Artificial Intelligence
- * Image-based rendering
- * Multi-player technology
- * Software technology
- * Engine architecture

The text is written around an actual engine that implements most of the described techniques and accompanies the book on a CD-ROM. Readers can try out their own ideas by writing source code and can experiment with existing demonstrations by writing or altering plug-ins.

The supplied engine features are:

- * BSP/PVS render management
- * Light maps for static geometry
- * Diffuse and specular (hardware) vertex lighting for dynamic objects
- * Volumetric fog with fog maps
- * Detail textures
- * Multi-texture support
- * Collision detection
- * Dynamic lights
- * Dynamic Shadows
- * Physically based animations
- * Animated meshed
- * Tri-strips and fans
- * Subdivision surfaces
- * 3D sound support

* Complete plug-in directed

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