



Game Engine Architecture, Second Edition

Jason Gregory

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Hailed as a "must-have textbook" (*CHOICE*, January 2010), the first edition of **Game Engine Architecture** provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine.

New to the Second Edition

- Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4
- New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine
- Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing
- Insight into the making of Naughty Dog's latest hit, *The Last of Us*

The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI.

An awareness-building tool and a jumping-off point for further learning, **Game Engine Architecture, Second Edition** gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

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Spent a free the perfect time to be fun activity to do! A lot of people spent their down time with their family, or their particular friends. Usually they accomplishing activity like watching television, likely to beach, or picnic in the park. They actually doing same thing every week. Do you feel it? Will you something different to fill your own personal free time/ holiday? Could possibly be reading a book might be option to fill your totally free time/ holiday. The first thing you ask may be what kinds of guide that you should read. If you want to consider look for book, may be the guide untitled Game Engine Architecture, Second Edition can be very good book to read. May be it can be best activity to you.

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