



## Game Engine Gems 3

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This book, the third volume in the popular **Game Engine Gems** series, contains 22 new chapters that concisely present particular techniques, describe clever tricks, or offer practical advice within the subject of game engine development. Each chapter is filled with the expert knowledge and wisdom of seasoned professionals from both industry and academia.

The book is divided into four broad categories pertaining to game engine development:

- Graphics and rendering
- Physics
- General programming
- Character control and artificial intelligence

There is also a companion website, [gameenginegems.com](http://gameenginegems.com), where updates and supplementary materials are posted. Many chapters offer downloadable source code, demos, and examples.

Covering the latest developments and continuing to provide practical methods and tips for game engine development, **Game Engine Gems 3** is indeed a new gem in the series. Not only does it aid professionals in their work, but it also shows students and others interested in game development how the pros tackle specific problems that arise during game engine development.

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## **Editorial Review**

### **About the Author**

**Eric Lengyel** is a veteran of the games industry with more than 21 years of experience writing game engines. He earned his PhD in computer science from the University of California, Davis, and his MS in mathematics from Virginia Tech. He is the founder of Terathon Software, where he leads ongoing development of the Tombstone Engine. He was the lead programmer for *Quest for Glory V* at Sierra Online, worked on the OpenGL team for Apple, and was a member of the Advanced Technology Group at Naughty Dog, where he designed graphics driver software used on the PlayStation 3. He is the author of the bestselling book *Mathematics for 3D Game Programming and Computer Graphics* and has written several chapters in other books, including the *Game Programming Gems* series. His articles have been published in the *Journal of Game Development*, the *Journal of Graphics Tools*, and on Gamasutra.com.

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