Get 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...

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

- Authored by Falco Wockenfuß
- Released at 2010



Filesize: 2.68 MB

Reviews

Comprehensive manual for pdf fans. It is full of wisdom and knowledge You will like how the writer publish this book.

-- Mr. Ezequiel Rolfson

The book is straightforward in go through easier to recognize it was actually writtern extremely perfectly and useful. I am very happy to explain how this is actually the greatest publication i have read through within my individual life and might be he finest ebook for actually.

-- Gladys Conroy

A whole new eBook with a brand new perspective. it was actually writtern quite completely and useful. I found out this ebook from my dad and i recommended this ebook to discover.

-- Dr. Wyatt Morissette