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Essential Mathematics for Games and Interactive Applications (Hardback)

By James M. van Verth, Lars M. Bishop

Apple Academic Press Inc., Canada, 2015. Hardback. Condition: New. 3rd Revised edition. Language: English . Brand New Book. Expert Guidance on the Math Needed for 3D Game Programming Developed from the authors popular Game Developers Conference (GDC) tutorial, Essential Mathematics for Games and Interactive Applications, Third Edition illustrates the importance of mathematics in 3D programming. It shows you how to properly animate, simulate, and render scenes and discusses the mathematics behind the processes. New to the Third Edition Completely revised to fix errors and make the content flow better, this third edition reflects the increased use of shader graphics pipelines, such as in DirectX 11, OpenGL ES (GLES), and the OpenGL Core Profile. It also updates the material on real-time graphics with coverage of more realistic materials and lighting. The Foundation for Successful 3D Programming The book covers the low-level mathematical and geometric representations and algorithms that are the core of any game engine. It also explores all the stages of the rendering pipeline. The authors explain how to represent, transform, view, and animate geometry. They then focus on visual matters, specifically the representation, computation, and use of color. They also address randomness, intersecting geometric entities, and physical simulation. An...

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