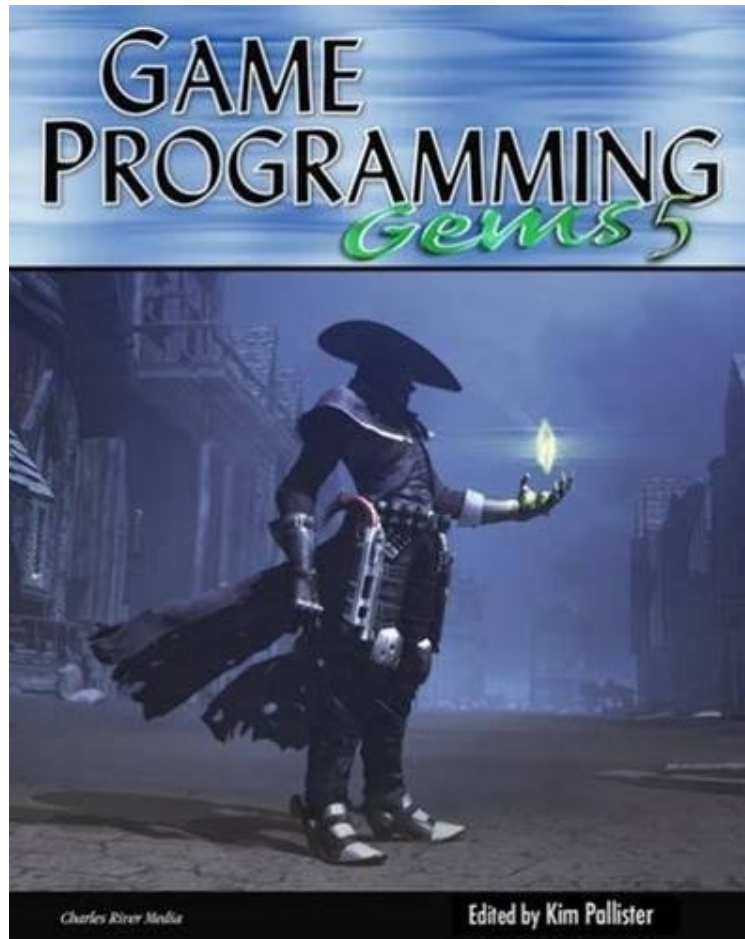


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## Game Programming Gems 5 (Game Programming Gems (W/CD)) (v. 5)

*Kim Pallister*

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**Kim Pallister : Game Programming Gems 5 (Game Programming Gems (W/CD)) (v. 5)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Game Programming Gems 5 (Game Programming Gems (W/CD)) (v. 5):

0 of 0 people found the following review helpful. A wealth of useful information By R. van Gaal Even after quite a few years, this title is still useful. It contains a lot of articles that you will encounter when creating a game. Most of them go very deep into a specific problem, but there are so many articles that there are always a number of them which will interest you. I only purchased this book in 2012, but still I'm interested in a lot of the information. For some graphics-related articles, you have to be careful that things haven't become easier/better in the mean time, but even then, the content is often already so advanced that it still helps, or advanced enough to implement and still be happy with the results. 1 of 1 people found the following review helpful. Satisfied with this Purchase By J. Wood I originally purchased

this book to gain insight into solving a specific issue I was having after fruitlessly combing the internet for answers. While the article I originally purchased the book for didn't really help me as much as I had hoped, there is nonetheless a wealth of other information in this book that may prove to be useful to the budding game developer. Most of the info in this book could probably be obtained by searching the internet, but it's nice to have it all in one package. Also note that since this book was published in '05, some of the info may already be somewhat outdated, especially those articles pertaining to graphics hardware techniques, which a significant portion of the book is devoted to. 33 of 44 people found the following review helpful. 62 Hints Tips for the Intermediate/Advanced Programmer By John Matlock Intended for the intermediate to advanced game programmer, this is a book that will literally have something for everyone. It contains sixty-two 'gems' that is, articles on how to some particular aspect of game programming. Sophisticated game programming is probably the most complex programming there is. And this book goes into some pretty sophisticated programming details. For instance: 4.2 Dynamic Grass Simulation - Just how does grass move when the wind is blowing? 5.7 Rendering Gemstones - you can see through them, you can see highlights. 5.2 Let it Snow - And how does the appearance of snow change if you are moving through it. There is no question that the main driving force for faster computers is to make for more realistic gaming. And the faster computers allow more sophisticated programming to be done to make the grass wave realistically. This is probably not a book you're going to sit down and read from cover to cover. You'll probably scan through and read the ones that are applicable to just what you need to do next. But then in a couple of weeks, in a couple of months....

With every new volume, the Game Programming Gems series continues to provide a road map through the vast array of development challenges facing today's game programmers. With the wisdom of many industry experts, Gems 5 includes 62 newly unearthed gems that were polished up for your reading pleasure. These gems are filled with practical insights and techniques that will solve your current problems and help inspire future games. You and your team need to develop for today's platforms, while preparing for the new technology looming on the horizon and with the tools provided here, you can! So dig into this new collection and put it to work.

SECTION 1 GENERAL PROGRAMMING SECTION 2 MATHEMATICS SECTION 3 ARTIFICIAL INTELLIGENCE SECTION 4 PHYSICS SECTION 5 GRAPHICS SECTION 6 NETWORK AND MULTIPLAYER SECTION 7 AUDIO About the CD-ROM About the Author Kim Pallister is a Technical Marketing Manager and Processor Evangelist with Intel's Software and Solutions Group. He is currently focused on realtime 3D graphics technologies and game development. He has contributed many articles to the series and was the Programming section editor in Volume 3.