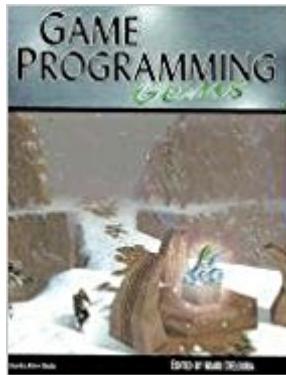# Game Programming Gems (Game Programming Gems (W/CD))

Synopsis

For the countless tasks involved in creating a game engine there are an equal number of possible solutions. But instead of spending hours and hours trying to develop your own answers, now you can find out how the pros do it! Game Programming Gems is a hands-on, comprehensive resource packed with a variety of game programming algorithms written by experts from the game industry and edited by Mark DeLoura, former software engineering lead for Nintendo of America, Inc. and now the newly appointed editor-in-chief of Game Developer magazine. From animation and artificial intelligence to Z-buffering, lighting calculations, weather effects, curved surfaces, mutliple layer Internet gaming, to music and sound effects, all of the major techniques needed to develop a competitive game engine are covered. Game Programming Gems is written in a style accessible to individuals with a range of expertise levels. All of the source code for each algorithm is included and can be used by advanced programmers immediately. For aspiring programmers, there is a detailed tutorial to work through before attempting the code, and suggestions for possible modifications and optimizations are included as well.

Book Information

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Customer Reviews

This book is hands-down the best book yet published on game programming. I have yet to find any other book that begins to approach the excellence of Game Programming Gems in terms of the breadth and depth of the subjects covered.GPG will serve as an excellent introduction to a broad

variety of game programming techniques for those new to the industry, and an invaluable desk reference and for more experienced game developers. As a 7-year industry veteran, I can't count the number of times the techniques in this book would have proven useful in the past.Of particular interest are Steve Rabin's excellent chapters on the A* algorithm, the cornerstone of (most) pathfinding in computer games. These chapters go far beyond the explanation of the algorithm itself and serve up a host of rare and valuable insights for getting the most out of your pathfinding in an actual game environment.I have no doubt that this book will have a significant impact on the state of the art in the game development community, and one can only hope that this book is only a hint of what's to come.

This book is a must-have for all who are serious about game programming. The book is a collection of some choice articles concerning game programming. One warning, however, is that these articles were written by professionals to (for the most part) professionals. If you are just starting out in the game programming field, be warned that the purpose of this text is not to teach you how to program games, but rather techniques for producing effects, good AI, etc. A better book for the beginner would be Tricks of the Windows Game Programming Gurus by Andre LaMothe.

Like the first volume, Game Programming Gems 2 features an exceptional collection of articles written by a knowledgeable group of authors, most of whom are well-known and respected in the area they write about. This series (the third volume is already underway, as are related books focusing on AI and design) isn't intended to be a complete guide to all aspects of game development, but rather, a resource you turn to when you need help with a specific problem. As such, the series truly shines, and this volume is a worthy follow up to the first.The articles, or gems, included in the book cover intermediate to advanced topics in the areas of general programming, mathematics, artificial intelligence, geometry management, graphics display, and audio programming, each edited by an expert in the field. Most of the gems assume that you have a fundamental knowledge of the issues related to the topic, and get to the point quickly. As a result, on average the gems are shorter than the previous volume. Both of these things could be viewed as either positives or negatives, depending on your experience level. Regardless, almost all of the gems are well written and relevant.Most game programming books these days come with CDs packed full of demos, source code, and other information supplementing the book. Unfortunately, the CD that comes with this book isn't one of those. It does have source code from most of the chapters, but there are very few demos and no extras (unless you count GLUT and the DX8 SDK,

which I don't since you can easily get those elsewhere). However, I'd count the CD as only a minor disappointment, since the book itself is so good.If you're serious about game development, I'd highly recommend adding Gems 2 to your library. You'll definitely find things in it that you can use.

Wow...this book covers so many areas. In AI alone, it covers A*, an FSM machine class, Game Trees, 3D movement and pathfinding, flocking, fuzzy logic, and a neural-net primer. It contains other great algorithms on real-time shadows, real-time terrain generation, interactive simulation of water surfaces, wavelets, and many other topics. Definitely a good book to own if interested in game programming or 3D graphics in general.

What a book! Whether you are just getting around to game programming, thinking about it, or already doing it, this is one book that needs to be on your library shelf. This is a one of it's kind book that deals with some of the most frustrating topics their can be in game programming.Simulating water and liquids, AI techniques, messages, lens flares, lighting and texturing, body motion equations and randoms and more are talked about in this book, and the best thing is that it is explained and exampled within a few pages (most of the time).This is like taking most of the articles out their on the net and sticking them inside of a book and selling it, except that everything is explained better, and nicer, for beginners to advanced programmers. If you even THINK about game programming, you'll want to pick this book up! Can't wait for Game Programming Gems II !

Game Programming Gems aims to follow in the footsteps of the excellent Graphics Gems series, except with articles that apply specifically to game programming rather than focusing solely on graphics.There are some excellent articles in here, but unfortunately many are just very basic introductory material to their respective subjects. They do not have the depth and certainly are not sufficiently groundbreaking to be called 'gems', especially in comparison to the gems presented in Graphics Gems. Many are pretty obvious and can be readily found with even a minimal amount of internet research.That said, the book is still a worthwhile purchase because of convenience; it gathers all of the information on a subject in one place. Still, I'd like to see more real groundbreaking articles, and fewer overviews of technology. Hopefully Gems II (which should be released soon) will remedy this situation.

Game Programming Gems (Game Programming Gems (W/CD)) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) AI Game

Programming Wisdom 3 (AI Game Programming Wisdom (W/CD)) Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library) Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software)) Visual Basic Game Programming with DirectX (Premier Press Game Development (Software)) Special Effects Game Programming with DirectX w/CD (Premier Press Game Development (Software)) Introduction to Computer Game Programming with DirectX 8.0 (Wordware Game Developer's Library) Beginning Direct3D Game Programming w/CD (Prima Tech's Game Development) The Zen of Direct3D Game Programming (Prima Tech's Game Development) Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) 3D Game Programming With Directx 8.0 (Game Development Series) Visual Basic Game Programming with DirectX (The Premier Press Game Development Series) Advanced 3-D Game Programming With Directx 7.0 (Wordware Game Developer's Library)