

3D Game Engine Design: A Practical Approach To Real-Time Computer Graphics (Morgan Kaufmann Series In Interactive 3D Technology)

By David H. Eberly



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http://www.worldofleveldesign.com/categories/level_design_tutorials/recommended-game-engines.php

The 3D game engines that are behind today's biggest games are staggering works of mathematics and programming, and many game developers find that understanding them
<http://gamedevelopment.tutsplus.com/tutorials/lets-build-a-3d-graphics-engine-points-vectors-and-basic-concepts--gamedev-8143>

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Dec 31, 2009 Tutorial covers the basics of Visual3D Design Mode object manipulation, so that you can get a jump start into creating your own 3D games and virtual worlds

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<http://sidrsys.blog.com/2012/02/04/3d-game-engine-design-second-edition/>

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http://en.wikipedia.org/wiki/List_of_game_engines

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A game engine is a software framework designed for the creation and development of video games. Video game developers use them to create games for video game consoles http://en.wikipedia.org/wiki/Game_engine

I have been looking at game engine design (specifically focused on 2d game engines, but also applicable to 3d games), and am interested in some information on how to <http://stackoverflow.com/questions/1901251/component-based-game-engine-design>