



## Game Engine Architecture (Hardback)

By Jason Gregory

Taylor Francis Inc, United States, 2014. Hardback. Book Condition: New. 2nd Revised edition. 235 x 191 mm. Language: English . Brand New Book. Hailed as a `must-have textbook` (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4. New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine. Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing. Insight into the making of Naughty Dog's latest hit, The Last of Us. The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures,...



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