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Real-Time 3D Terrain Engines Using C++ and DirectX 9 (Game Development Series) (Charles River Media Game Development)

Greg Snook

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With recent advancements in programmable 3D rendering hardware, game developers can create engines capable of making complete outdoor landscapes. Many of today's popular games include entire outdoor environments, but making these environments realistic and fast is a challenge for even the best programmers. Real-Time 3D Terrain Engines Using C++ and DirectX 9 is written to help make the process more efficient, and to bring new programmers into the field of 3D computer game programming. The book is dedicated to teaching the fundamentals of programming a popular 3D engine type - the "Real-Time 3D Terrain Engine." Throughout the book, the focus is on the essential topics of outdoor terrain rendering. So whether you are new to 3D engine programming or a seasoned veteran, Real-Time 3D Terrain Engines Using C++ and DirectX 9 will teach you how to use the latest advancements in hardware-accelerated rendering, and provide all of the tips, tricks, and ideas you need to build your own, complete 3D terrain engine. Skills Needed: It is assumed that you are familiar with C++, Direct X, math, and geometry and that you're ready to move into 3D engine design and real-time terrain visualization.

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