



Focus On 3D Terrain Programming (Focus on Game Development)

Trent Polack

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This book is one-of-a-kind. Most 3D programming books on the market today concentrate on only one (or two) of the four algorithms that are presented in this book. Terrain engines have applications in games, but also in various simulations and they play a very important part in military flight simulations. Terrain engine programming is not only hot and widely applicable, it's fun!. This book is an informative adventure through the world of 3D terrain, packed full of demos, figures and information.

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