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Dave Eberly is the president of Geometric Tools, Inc. (www.geometrictools.com), a company that specializes in software development for computer graphics, image analysis, and numerical methods. Previously, he was the director of engineering at Numerical Design Ltd. (NDL), the company responsible for the real-time

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He is the author of 3D Game Engine Design, 2nd Edition (2006), 3D Game Engine Architecture (2005), Game Physics (2004), and coauthor with Philip Schneider of Geometric Tools for Computer Graphics (2003), all published by Morgan Kaufmann. As a mathematician, Dave did research in the mathematics of combustion, signal and

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3D Game Engine Design (2nd Edition) by
David H. Eberly, The Morgan Kaufmann
Series in Interactive 3D Technology.

General Information. The book is 1040
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David H. Eberly is the author of 3D Game Engine Design (3.41 avg rating, 54 ratings, 1 review, published 2000), Game Physics [With CDROM] (3.70 avg rating...

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David H. Eberly (Author of 3D Game Engine Design)

He is the author of 3D Game Engine Design, 2nd Edition (2006), 3D Game Engine Architecture (2005), Game Physics (2004), and coauthor with Philip Schneider of Geometric Tools for Computer Graphics (2003), all published

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by Morgan Kaufmann. As a mathematician, Dave did research in the mathematics of combustion, signal and image processing, and length-biased distributions in statistics.

3D Game Engine Design - 2nd Edition

Leadwerks is an OpenGL, 3d game

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engine. It features deferred lighting system, Screen Space Ambient Occlusion which simulates real-time global illumination, advanced shaders, support for huge terrains, new vegetation system, built-in level design tools, integrated LUA script editor and much more.

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23 Recommended 3D Game Engines (Updated)

Dave Eberly is the president of
Geometric Tools, Inc.

(www.geometrictools.com), a company
that specializes in software development
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