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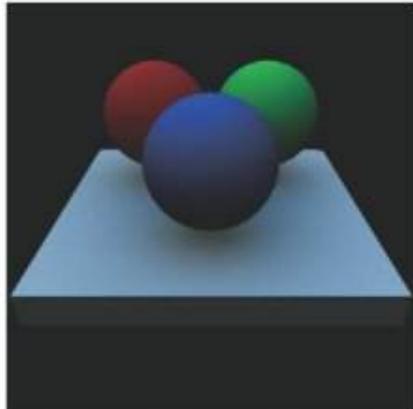
By Allen Sherrod

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DATA STRUCTURES *and ALGORITHMS for* GAME DEVELOPERS

- Teaches the fundamentals of the data structures and algorithms used in game development
- Each chapter includes demo applications focusing on the data structure and/or algorithms presented in that chapter
- Covers many modern topics that game and graphics programmers must know to be successful, including geometry management techniques, and data structures and algorithms such as KD-Trees, Binary Space Partitioning Trees, Sphere Trees, and more



ALLEN SHERROD



| #2470870 in Books | Course Technology PTR | 2007-05-04 | Ingredients: Example Ingredients | Format: Box set | Original language: English | PDF # 1 | 1.35 x 7.56 x 9.241, 2.50 | File type: PDF | 560 pages
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Algorithms for Game Developers (Charles River Media Game Development):

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