"Tricks of the 3D Game Programming Gurus - Advanced 3D Graphics and Rasterization" covers uncharted territory in game development technology and is heralded as the best selling game development book in history! Universities and schools around the world are using it as their new game development text.

The much anticipated "Tricks of the 3D Game Programming Gurus - Advanced 3D Graphics and Rasterization" by best selling author Andre' LaMothe has hit stores and is burning up the shelves! Publisher requests 3rd printing to keep up with demand.

SILICON VALLEY, CA (PRWEB) October 15, 2003 -- The much anticipated "Tricks of the 3D Game Programming Gurus - Advanced 3D Graphics and Rasterization" by best selling author Andre' LaMothe has hit stores and is burning up the shelves! Publisher requests 3rd printing to keep up with demand. This book is a follow up to the incredibly successful "Tricks of the Windows Game Programming Gurus" that sold over 70,000 copies worldwide in numerous languages. The new book teaches developers the secrets to creating games like Quake, Half Life, and HALO from the ground up. Also, Tricks II is part of LaMothe's new push in "neo-retro" technology with his new game system the XGameStation which promotes much of the same do it yourself, know the system philosophy -- www.xgamestation.com.

In an interview with the author, he outlined the goals of his new book and it's general content:

"My goal for Tricks II was to teach how to develop a 3D software rasterizer and complete engine from the ground up. Thus, this book is both theoretical and practical. Everyone today is comfortable with using 3D APIs and accelerators, but the knowledge of how to develop a 3D engine from plotting a pixel to a fully lit, shadowed, perspective corrected, Z buffered display is slowly being lost.

This book is both for the computer graphics enthusiast that wants to understand the math and theory behind the algorithms, but also for the practical developer that wants to know how to make a Quake I/II level engine to possibly implement the technology in hand helds or pure silicon. I have yet to see anyone that has started from nothing and shown readers a real working engine that was not pre-developed. This book really has it all from rasterization techniques, lighting models, Z, 1/Z buffering, MipMapping, affine, perspective corrected texturing with approximations, bilinear and trilinear filtering, alpha blending techniques for real-time, camera models, shadow generation, light mapping, BSPs, Octrees, occlusion culling, basic MD2 character animation, optimization theory, and a lot more. Included in the book are a number of working demos from 3D space games to jet skiing."

"Tricks of the 3D Game Programming Gurus - Advanced 3D Graphics and Rasterization" can be purchased at Amazon.com or found in bookstores around the world including; Borders, Barnes & Noble, and other quality retailers.
Contact Information
Andre Lamothe
NURVE NETWORKS LLC
http://www.xgamestation.com
408.835.7584

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