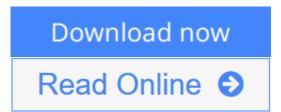


# **Game Programming Gems 8**

By Adam Lake



### Game Programming Gems 8 By Adam Lake

Welcome to the eighth volume of the must-have reference series for game developers, "Game Programming Gems," the series that helped define the standards for game programming and continues to be an essential source for new, innovative techniques. "Game Programming Gems 8" provides the tools and inspiration that game developers need to excel. Featuring cutting-edge, ready-touse techniques contributed by industry veterans and experts, this new collection is a key resource for inspiration, insight, and a plethora of time-saving, ready-touse methods for the developer's tool box! Gems 8 answers the needs of passionate developers, eager newcomers, voracious production requirements, and the demand for innovating and entertaining gameplay. Covering all the key development areas including General Programming, Mathematics, Graphics, Artificial Intelligence, Physics, Networking/Multiplayer, and Audio, each section is edited by an expert in the field to ensure that the ideas are original, accurate, and useful. In this edition, there is even a special segment on General Purpose Programming on GPUs for Game Developers. Dig into this new volume of useful, practical ideas and techniques and get ready to make games that are more inventive, entertaining, and satisfying!



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#### Review

I. General Programming. II. Math and Physics. III. AI. IV. Audio. V. Graphics. VI. Networking and Multiplayer. VII. Scripting and Data-Driven Systems.

#### About the Author

Adam Lake is a Sr. Graphics Architect in the Advanced Visual Computing Group leading development of tools and technology for high performance graphics hardware at Intel. Adam has held a number of positions during his 12+ years at Intel including research in non-photorealistic rendering, delivering the Macromedia Director<sup>TM</sup> 8.5 Shockwave<sup>TM</sup> Studio and player, lead of the modern game technologies project, and optimizations of several game engines on IA. He has designed a stream programming architecture which included the implementation of simulators, assemblers, compilers, and programming models. He has several publications and regularly reviews for ACM SIGGRAPH, IEEE, and book chapters on computer graphics. He has a BS from the University of Evansville and an MS from UNC Chapel Hill.

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