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Math

Processors



James C. Leiterman

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Vector Game Math Processors James C. Leiterman,2002-11 Due to the advancement of video games and game console hardware the super computer is now a home consumer appliance Vector Game Math Processors explains to programmers how to write parallel based integer and floating point based math algorithms for use in video games as well as scientific applications Every manufacturer uses their own terms such as SIMD Packed Data Parallel Data Semi Vector and Vector but they are all different labels for the methodology for programming multiple sets of data with the same computer instruction at the same time Programmers have been publicly declaring these newer processors more complex and harder to program The primary goal of this book is to explain the differences in these processors This is an advanced title appropriate for experienced game and graphics programmers and is part of the Wordware Game Developer s Library **32/64-Bit 80x86**

Assembly Language Architecture James Leiterman,2005-08-10 **Programming Multiplayer Games** Andrew Mulholland,Teijo Hakala,2004 Programming Multiplayer Games provides in depth coverage of all the major topics associated with online game programming and gives the programmer easy to follow step by step tutorials on how to create a fully functional network library back end MySQL database and complete working online game The first part of the book explains the basics of dialog based Windows programming covers the use of MySQL and PHP4 and introduces sockets programming The second part consists of five extensive tutorials that lead the reader through the stages of creating an online game Book jacket Wireless Game Development in C/C++ with BREW Ralph Barbagallo,2003 Book CD Targeted for intermediate

programmers with experience in C C and the basics of game programming this book illustrates a variety of development techniques in the new and cutting edge field of wireless games using Qualcomm s hot new BREW development environment Barbagallo goes through the fundamentals of the API including graphics sound input and general programming tips Brought together with complete examples of working games the book also features information on the burgeoning wireless gaming market **Advanced Lighting and Materials with Shaders** Kelly Dempski,Emmanuel Viale,2005 The world around us is filled with subtle lighting effects but until recently it was not possible to duplicate these real world effects in computer games because of the limits of consumer graphics hardware Advanced Lighting and Materials with Shaders explains the principles of lighting theory and discusses how to create realistic lighting that takes full advantage of the capabilities of modern hardware Topics include the physics of light raytracing and related techniques objects and materials lighting and reflectance models implementing lights in shaders spherical harmonic lighting spherical harmonics in DirectX and real time radiosity Upon reading this text you will understand the underlying physics of light and energy learn about the visual features of different materials and how they can be modeled for real time graphics find out about the different lighting models discover how real time techniques compare to ray tracing learn to use the provided shader implementations to implement lights and realistic materials in real time Accompanying CD ROM includes all the code in the book with resources models textures

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