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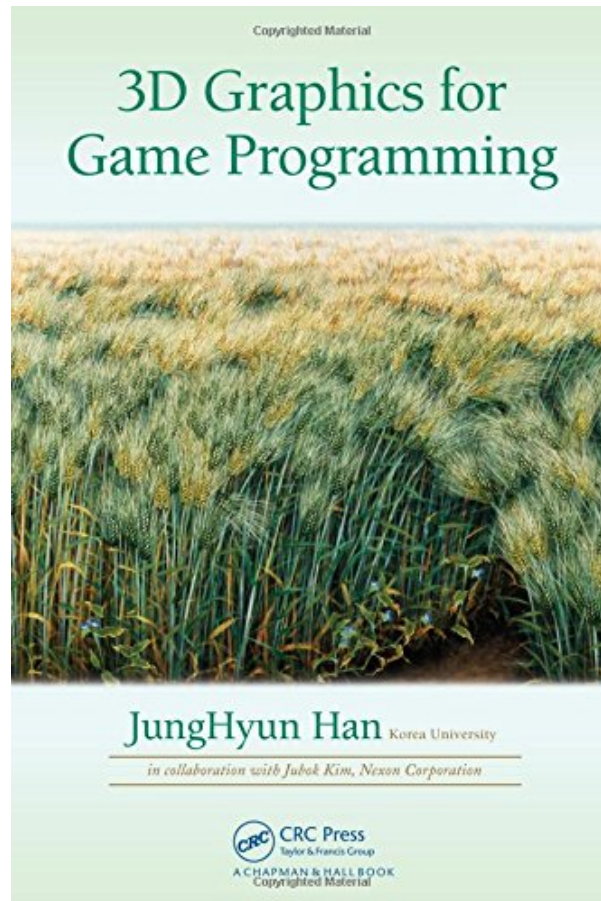

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Review

This book provides an overview of the skills needed to create 3D graphics for game programming (although many of the skills would translate to a broader 3D graphics context). … The book covers pretty much every important facet of the topic … This could certainly be used as a text for advanced undergraduates interested in game programming. … Professionals interested in learning game programming might also find the text helpful …
?Jeffrey Putnam, Computing Reviews, March 2012

JungHyun Han is a masterful teacher, and nowhere do his teachings come through more clearly than in 3D Graphics for Game Programming. Han presents the essential foundations of graphics programming that every serious game programmer needs in a straightforward no-nonsense style that gets right to the point. I highly recommend this book for anyone who wants to program 3D games.
?Jesse Schell, CEO of Schell Games and professor of entertainment technology at Carnegie Mellon University

The author has sought to satisfy a need experienced by the growing pool of game development students: a textbook that balances theory and practicality. The resulting compilation provides a broad coverage of the most important topics to graphics programmers. I would expect that anyone who has digested this material would be immediately effective as a member of a game development team.
?Michael Guerrero, Delta3D game engine senior programmer and research associate of the Naval Postgraduate School

About the Author
Korea University, Seoul

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Designed for advanced undergraduate and beginning graduate courses, 3D Graphics for Game Programming presents must-know information for success in interactive graphics. Assuming a minimal prerequisite understanding of vectors and matrices, it also provides sufficient mathematical background for game developers to combine their previous experience in graphics API and shader programming with the background theory of computer graphics.

Well organized and logically presented, this book takes its organizational format from GPU programming and presents a variety of algorithms for programmable stages along with the knowledge required to configure hard-wired stages. Easily accessible, it offers a wealth of elaborate 3D visual presentations and includes additional theoretical and technical details in separate shaded boxes and optional sections.

Maintaining API neutrality throughout to maximize applicability, the book gives sample programs to assist in understanding. Full PowerPoint files and additional material, including video clips and lecture notes with all of the figures in the book, are available on the book's website: http://media.korea.ac.kr/book

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?Michael Guerrero, Delta3D game engine senior programmer and research associate of the Naval Postgraduate School

About the Author
Korea University, Seoul

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