Mobile 3D Graphics: with OpenGL ES and M3G (Hardback)

By Kari Pulli, Tomi Aarnio, Ville Miettinen

ELSEVIER SCIENCE TECHNOLOGY, United States, 2007. Hardback. Condition: New. Language: English . Brand New Book. Graphics and game developers must learn to program for mobility. This book will teach you how. This book - written by some of the key technical experts.provides a comprehensive but practical and easily understood introduction for any software engineer seeking to delight the consumer with rich 3D interactive experiences on their phone. Like the OpenGL ES and M3G standards it covers, this book is destined to become an enduring standard for many years to come. - Lincoln Wallen, CTO, Electronic Arts, Mobile This book is an escalator, which takes the field to new levels. This is especially true because the text ensures that the topic is easily accessible to everyone with some background in computer science.The foundations of this book are clear, and the authors are extremely knowledgeable about the subject.Â - Tomas Akenine-Moeller, bestselling author and Professor of Computer Science at Lund University This book is an excellent introduction to M3G. The authors are all experienced M3G users and developers, and they do a great job of conveying that experience, as well as plenty of practical advice that has been proven in the field....

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