

THIRD EDITION

# Game Engine Architecture



Jason Gregory



CRC Press  
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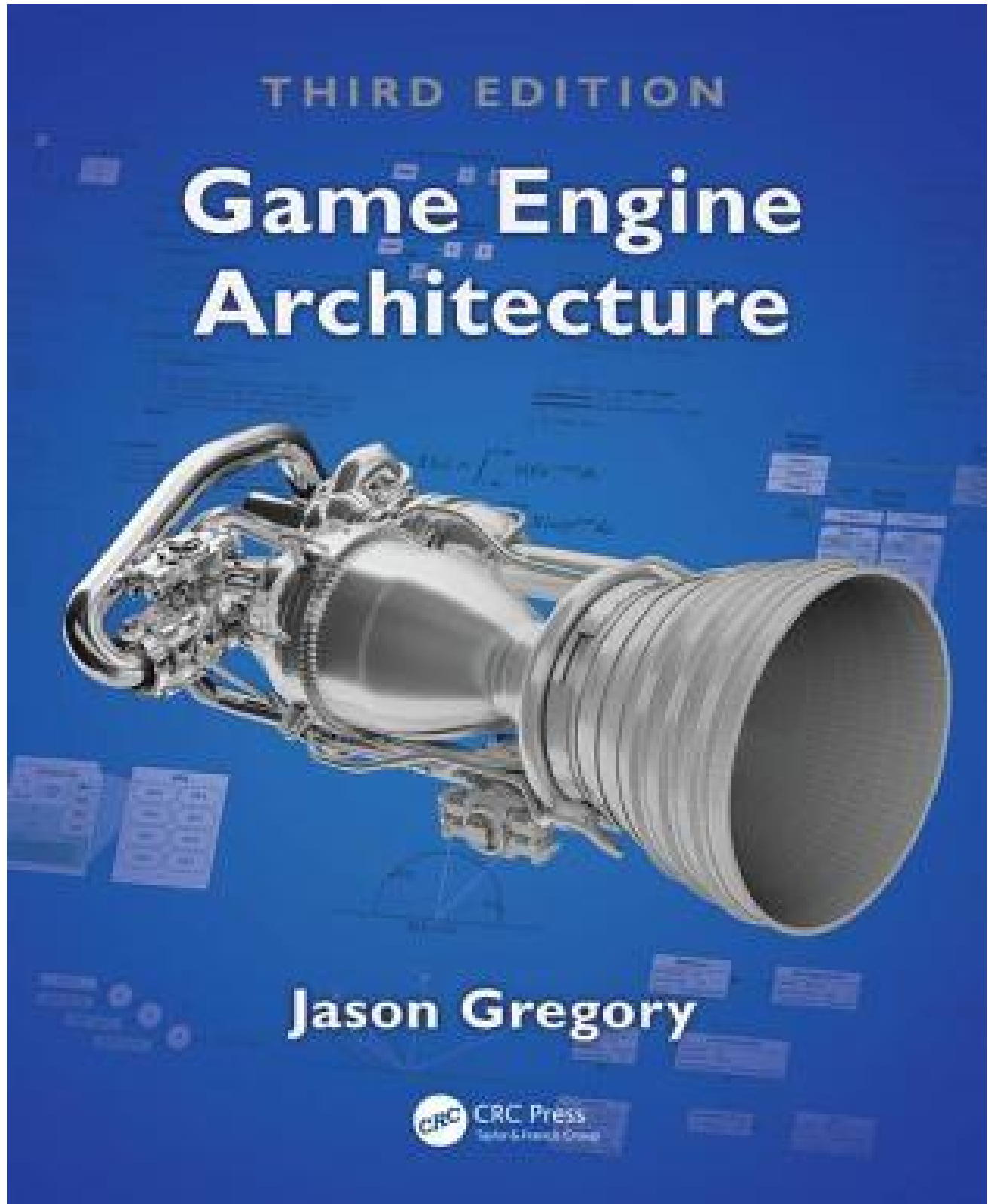
## **Book details**

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## **Synopsis book**

Covers theory and practice of game engine software development, bringing together a wide range of concepts and techniques actually used by real game studios like Electronic Arts and Naughty Dog. The examples are often grounded in specific technologies, but the discussion extends way beyond any particular engine or API. The references and citations make it a great jumping off point for those who wish to dig deeper into any particular aspect of the game development process. New to this edition: update the section on game console HW, extend the rendering chapter, include a section on 2D GUI, new chapter on multiplayer networking, more coverage of the Unity game engine.

**Game Engine Architecture by Jason Gregory**



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