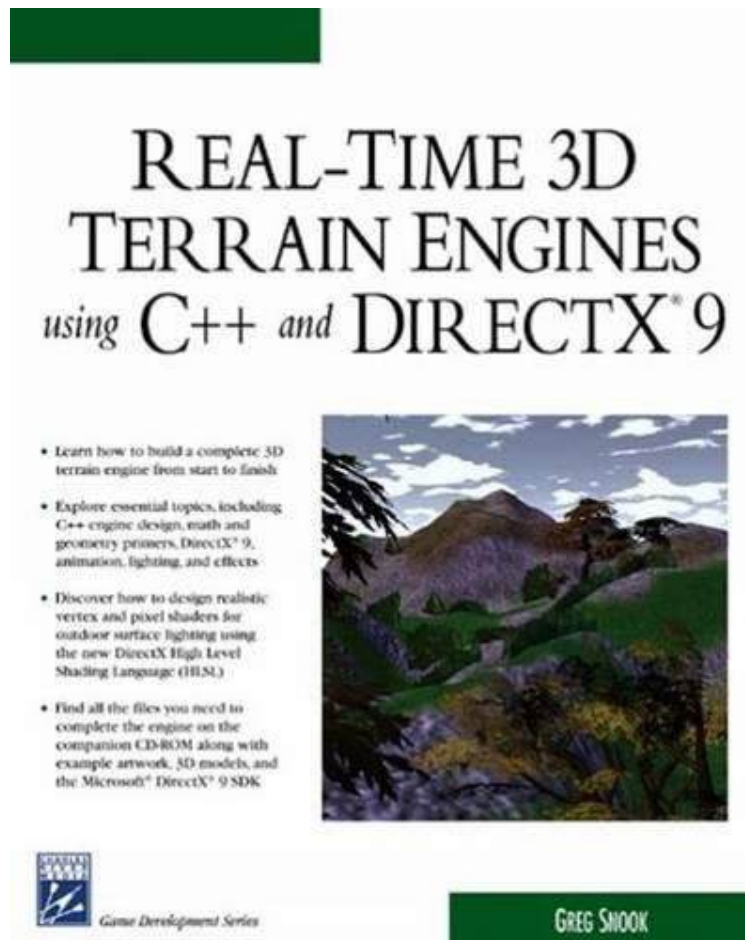




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By Greg Snook



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a bit of information covering a range of useful techniques Overall I enjoy the book as a reference and jumping off point for further investigation elsewhere I had already implemented his interlocking terrain tiles method prior to reading the text but that was back in 2007 so this was a good r With recent advancements in programmable 3D rendering hardware game developers can create engines capable of making complete outdoor landscapes Many of today s popular games include entire outdoor environments but making these environments realistic and fast is a challenge for even the best programmers Real Time 3D Terrain Engines Using C and DirectX 9 is written to help make the process more efficient and to bring new programmers into the field of 3D computer gam

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