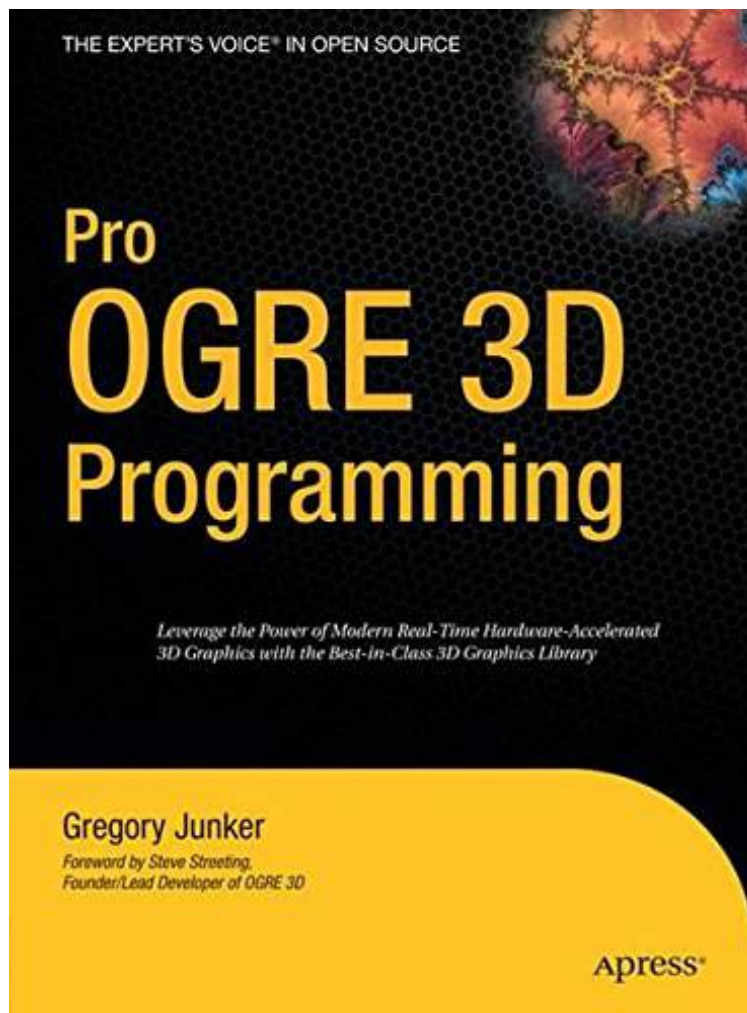


Pro OGRE 3D Programming (Expert's Voice in Open Source)

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By Gregory Junker



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PRO at all or someone trying to be one This book is 245 pages not including appendixes A and B in brief Chapter 4 is Ogre First Steps you re kidding right this is not a topic for a PRO so why is this chapter FOUR this chapter ends at page 75 so using some simple math we can be sur Pro OGRE 3D Programming offers a detailed guide to the cross platform Object Oriented Graphics Rendering Engine OGRE 3D engine OGRE provides an object oriented interface to render 3D scenes Commonly used in game creation it can be utilized to create a variety of 3D based applications including architectural visualization and simulations The authors begin with obtaining the source code move on to using the rendering library and conclude with the polishing of t About the Author Gregory Junker has more than a decade of large scale software engineering experience He has been working with 3D and game programming for five years He is lead designer and engineer on an ambitious combat simulator game targeting next generati

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