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MULTI-THREADED GAME ENGINE DESIGN shows experienced game development students how to apply multi-thread techniques to game programming technology to improve game performance. Using Direct3D and C++, a sample game engine is created step-by-step throughout the course of the book, and numerous examples illustrate the concepts presented. Detailed screenshots and well documented source code help readers understand the techniques being presented throughout the book. Multi-threading is one of the hottest game development topics today and this book will show students how to apply advanced, cutting edge techniques to their game programming skill set.

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