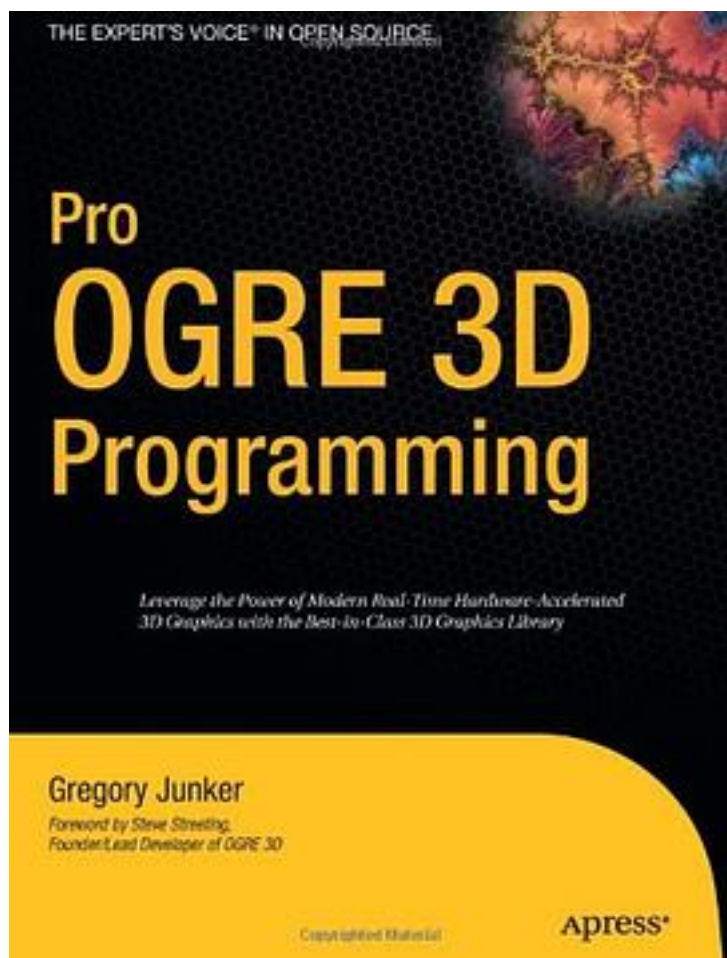


Pro OGRE 3D Programming



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Pro OGRE 3D Programming is your detailed guide to utilizing the OGRE 3D engine, one of the best-in-breed 3D rendering libraries available. You'll learn what OGRE is, and more importantly, what it is not. OGRE gives you an object-oriented interface to render

3D scenes independent of the implementation, such as Direct3D or OpenGL. OGRE is available on Windows, Mac OS X, and Linux. It can be utilized to create a variety of 3D-based applications and is commonly used in game creation. This book covers OGRE from obtaining the source to polishing the final product. If you are an aspiring game programmer with beginner/intermediate-level knowledge of game design practices and intermediate-level knowledge of the C++ language, this is the book for you. Familiarity with open source project management tools such as CVS and Subversion will also help you to digest the material. Included with the book is a ready-to-use Utility Toolkit class library useful for jumpstarting OGRE-based programs. You'll also find discussion of OGRE's capabilities from the perspective of a content creator, not just a programmer. The content of this book was reviewed prior to publication by Steve Streeter, founder and lead developer of the OGRE 3D project.

作者介绍:

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标签

OGRE

游戏开发

游戏引擎

引擎

图形渲染

3D

open-source

编程

评论

还可以

[略读]

游戏/实时图形渲染引擎框架，自顶向下的设计方法，重视全局结构和工程组织。本书即不深入图形技术，也不深入 OGRE 内部实现，而是从全局设计的角度阐述 OGRE。书较薄，有效页数 250。读后可对游戏图形引擎设计加深理解。

好吧，给个三星吧。。不是ogre不好，而是这个pro真没啥pro的

还不如自己看社区的Tutorial...

Pro OGRE 3D programming

谢谢，尽管我想真正了解地不在这本书里，但是作者的思维很受启发

Ogre3d.cn 的中文译版

期待《OGRE源码剖析》

深入浅出，挺好的

很好的入门读物

内容有点老了，不过还能看，应该出第二版了。

对OGRE的介绍还算全面，但是我感觉远远达不到pro的级别。

当时看这本书为了赶进度 没有细看 现在再认真看一遍。

OGRE 入门书籍啊。。。

这书没什么意思,讲了引擎原理?没有,讲了具体怎么用OGRE?没有,想用OGRE去用beginner's guide ,想搞游戏引擎 3d game engine architecture.这会书晦涩难懂,并且用的是Ogre,1.2.5版本早就过时了,写得不好,不推荐看

刚刚上路
读完了，确实是pro……不适合初学者，当然初学者那来了解OGRE的框架也可以的~

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书评

Pro OGRE 3D Programming（以下简称为Pro）这本书是我见到的写游戏引擎最好的书本之一了。Ogre要传达的面向对象的游戏引擎技术。在这本书里面不仅仅是几个图形学的知识，更多的时候丝丝扣扣渗透着的软件工程的思想。
所有的游戏引擎--开源的象Quick，商业的象Unreal等都很少考...

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