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1.6 Runtime Engine Architecture 28 1.7 Tools and the Asset Pipeline 49 2 Tools of the Trade 57 2.1 Version Control 57 2.2 Microsoft Visual Studio 66 2.3 ... Enter Jason Gregory, himself an industry veteran with experience at Naughty Dog—one of the most highly regarded video game studios in the . Foreword xv

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Jason Gregory has worked as a professional software engineer since 1994. He got his start in game programming in 1999 at Midway Home Entertainment in San Diego, where he wrote tools and engine code, including the Playstation 2/Xbox animation system for Freaky Flyers, Hydro Thunder 2 and Crank the Weasel.

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Textbook • "Game Engine Architecture" by Jason Gregory, published by AK Peters in 2009. • Available in the bookstore • Based on course at USC

Game Engine Architecture - Reykjavik University

"Game Engine Architecture by Jason Gregory has been named a finalist for the Game Developer's 2009 Front Line Award." --PR Newswire, December 2009. ... (C++), tools, and 3D math are mentioned in this part. The second part deals with low-level engine systems. Memory/sub-system/resource management, game loop, and debugging tools are talked about.

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"The book contains a huge amount of data on specifics to consider when developing a game engine." —Gamasutra.com, November 2009 "Game Engine Architecture by Jason Gregory has been named a finalist for the Game Developer's 2009 Front Line Award." —PR Newswire, December 2009. From the Publisher

Game Engine Architecture, Second Edition / Edition 2 by ...

Jason Gregory still does a brilliant job of explaining both the high level overview of a game engine, as well as zooming in Had I known, I would obviously read the second edition. Especially considering that the the first edition is five years old, an era within the world of game development.

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