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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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Game Engine Architecture

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Game Engine Architecture

Jason Gregory. Jason is a USC lecturer on game and game engine development and author of the ubiquitousGame Engine Architecture book. He is also a lead programmer at Naughty Dog, where he has worked on theUncharted series andThe Last of Us, and he is currently working onThe Last of Us Part II. We approached Jason because of his experience with not only game engine development but also in teaching game engine development at the University of Southern California.

Jason Gregory - Isetta Engine

Jason Gregory. CRC Press, Mar 27, 2017 - Computers - 1052 pages. 1 Review. Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers...

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