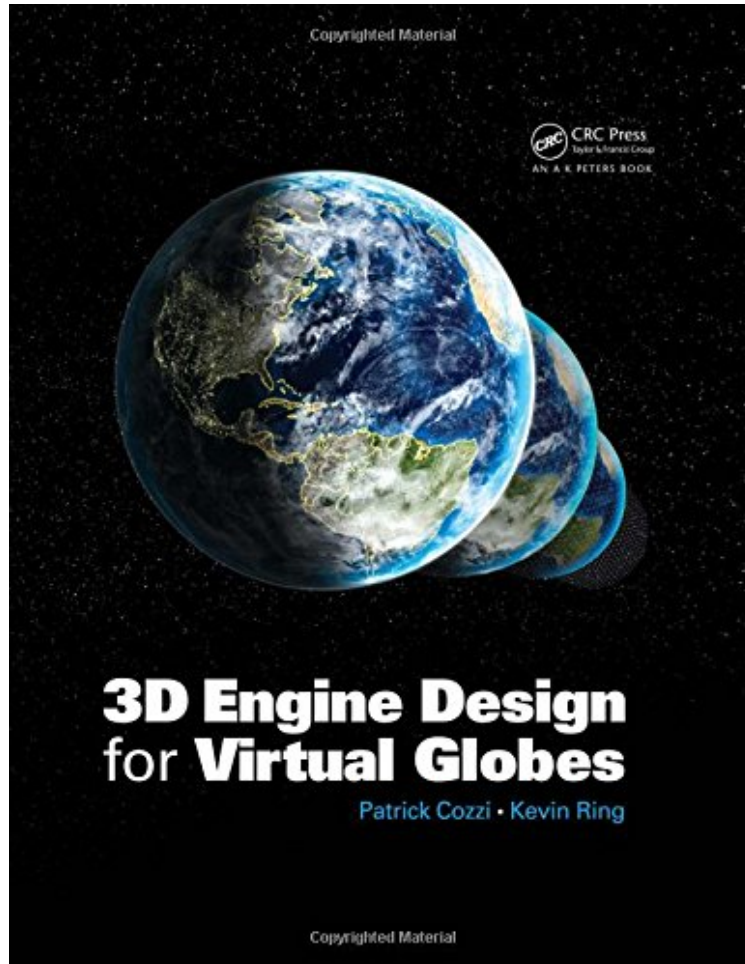


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3D Engine Design for Virtual Globes

Patrick Cozzi, Kevin Ring

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3D Engine Design for Virtual Globes provides a fine guide to engine design and algorithms for virtual globe applications such as Google Earth packed with formulas and details on simulations, visualization and GIS applications a winner for any technical collection. Midwest Book , November 2011 What the authors actually do is build a very nice, modern, OpenGL rendering engine. the code content is quite digestible and easy to follow, and we can imagine eager readers swarming the books website in order to download the entire codebase. Asides from the very usable 3D engine provided, one can also find oodles of interesting discussions on how to solve Depth Buffer precision-related problems and how to deal with the limited coordinate precision afforded by the float representation we must issue bonus points for dealing with multi-threading head on Wed also recommend that one should play with all the "Try this" challenges in the book, theyre good fun both the beginner and the more experienced practitioner has something in store hidden between the black covers. Alex Voicu, Beyond3D, October 2011 3D Engine Design for Virtual Globes presents invaluable practical knowledge for building interactive 3D worlds and serves as a great reference for the different rendering algorithms and their tradeoffs. You will find a copy at my desk. Quarup Barreirinhas, Google Earth Software Engineer This is a long overdue book covering techniques essential for the design and implementation of virtual globe engines and for high-fidelity planetary scale terrain rendering applications. Written by experienced developers with a consistent and very practical approach, the book provides a comprehensive evaluation of modern algorithms and techniques for terrain and vector data rendering, 3D engine design, multithreading, and much more. I definitely recommend it to everyone implementing or interested in the methods used in virtual globes, simulations, large-scale visualizations, and GIS applications. Brano Kemen, Outerra This book is must-have literature for all software developers building virtual worlds. Based on the experience of its authors, this book covers all essential aspects of terrain rendering: mathematical background, geographic information systems basics, information about how to handle massive datasets, precise rendering, multithreading, and some state-of-the-art algorithms. It is richly illustrated with pictures and code, using a modern fully shader-based approach with OpenGL 3.3 core profile and C#. Aleksandar Dimitrijevi, University of Ni About the Author Patrick Cozzi is a senior software developer on the 3D team at Analytical Graphics, Inc. (AGI). He is a contributor to SIGGRAPH and the Game Engine Gems series. Before joining AGI, he worked on storage systems in IBMs Extreme Blue internship program at the Almaden Research Lab, interned with IBMs z/VM operating system team, and interned with the chipset validation group at Intel. He earned a masters degree in computer and information science from the University of Pennsylvania and a bachelors degree in computer science from Pennsylvania State University. Kevin Ring is the lead architect of AGI Components at Analytical Graphics, Inc. In his software development career, he has worked on a wide range of software systems, from class libraries to web applications to 3D game engines to interplanetary spacecraft trajectory design systems. He earned a bachelors degree in computer science from Rensselaer Polytechnic Institute.