

Opengl Game Programming Dave Astle

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He is the cofounder and Executive Producer of GameDev.net, the leading online community for game developers. He is the co-author of OpenGL Game Programming, has contributed to several other game development books, and has spoken at industry conferences, including the Game Developers Conference.

OpenGL Game Programming w/CD (Prima Tech's Game ...

The title says "Beginning OPENGL Game Programming" and that is what you get. OpenGL for beginners, focused on games. If you want advanced game programming topics you should probably pick up a book on game programming that will cover other topics such as collision detection and more advanced topics like particle engines and the like.

Beginning OpenGL Game Programming: Astle, Dave, Hawkins ...

He is the cofounder and Executive Producer of GameDev.net, the leading online community for game developers. He is the co-author of OpenGL Game Programming, has contributed to several other game development books, and has spoken at industry conferences, including the Game Developers Conference.

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Dave Astle is the author of Beginning OpenGL Game Programming (3.57 avg rating, 46 ratings, 2 reviews, published 2004), OpenGL Game Programming (3.47 avg...

Dave Astle (Author of Beginning OpenGL Game Programming)

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OpenGL Game Programming

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He is the co-author of OpenGL Game Programming, has contributed to several other game development books, and has spoken at industry conferences, including the Game Developers Conference. When not absorbing radiation from his monitor, Dave enjoys music, reading, skating, collecting rhinos (not real ones; yet), and playing with his five kids.

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