Irrlicht 1.7 Realtime 3D Engine Beginners Guide

By Johannes Stein

Packt Publishing Limited. Paperback. Book Condition: New. Paperback. 272 pages. Dimensions: 9.2in. x 7.4in. x 0.7in.Create complete 2D and 3D applications with this cross-platform, high performance engine A comprehensive guide for C programmers to learn Irrlicht from scratch Learn to add, manipulate, and animate meshes Manage scenes, nodes, and cameras Use particle systems, shaders, and lights for enhancement Written in beginners guide style with exhaustive explanations of code and plenty of screenshots added in for ease of learning In Detail The Irrlicht Engine is a cross-platform high-performance real-time 3D engine written in C. It features a powerful high-level API for creating complete 3D and 2D applications such as games or scientific visualizations. Irrlicht 1. 7. 1 Realtime 3D Engine Beginners Guide will teach you to master all that is required to create 2D and 3D applications using Irrlicht, beginning right from installation and proceeding step-by-step to deployment. Beginning with installation, this book guides you through creating a basic template application, followed by meshes, overlays, and UI. You will then scan through data types, nodes, scenes, camera, lights, and particle systems. Finally, you will learn about some advanced concepts such as handling data, files, and shaders, followed by the last stage...

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