Books

Books are your best friend

Possibly after Google..

(I'm the third)

BOOKS

- Any list of books is subjective. Often, there's not one single best book in any field.

- Rule of the thumb: if you get one useful thing out of a book, it's worth it.

- It's usually better to have read too many books than too few.

- Code Complete, Steve McConnell, Microsoft Press, ISBN 0-7356-1967-0
    - Tons of stuff that you will learn the hard way eventually.
- Algorithms in <language>, Sedgewick, Addison-Wesley, ISBN (c) 0-201-31452-5
    - Versions available for various languages
- Game Coding Complete, Mike McShaffry, Paraglyph Press, ISBN 1-932111-75-1
    - ISBN is for second edition; grab third instead

- Whatever your weapon of choice is, get the critical manual(s) for it.

- Example:

  - The C++ Programming Language, Bjarne Stroustrup, Addison-Wesley, ISBN 0-201-88954-4

  - Cocoa Programming for Mac OS X, Aaron Hillegass, Addison-Wesley, ISBN 0-321-21314-9

- For OpenGL, grab the red and orange books (programming guide, shading language)

DOMAIN SPECIFIC

- Real-Time Rendering, Akenine-Möller et al, AK Peters, ISBN 987-1-56881-424-7

    - <u>The</u> book on real-time graphics

- Essential Mathematics for Games & Interactive Applications, Van Verth et al, Morgan Kaufmann, ISBN 987-1-55860-863-4

- Real Time Collision Detection, Ericson, Morgan Kaufmann, ISBN 987-1-55860-732-3

- The whole "Game Programming Gems" series (8 books and counting)

  - Lots and lots of small nuggets that, while related to game programming, also relate to lots of other fields.

- Texturing & Modelling, a Procedural Approach, Ebert et al, ISBN 0-12-228730-4

  - For all your data generation needs (fractals etc). ISBN for older edition, grab the latest instead.

FICTION

- Plenty of Fantasy / Sci-Fi books are useful for creating a common language between game developers. Here are some:
    - Lord of the Rings, JRR Tolkien
    - Dune, Frank Herbert
    - Snow Crash, Neal Stephenson
    - Neuromancer, William Gibson
    - Hitchhiker's Guide to the Galaxy, Douglas Adams
    - Ender's Game, Orson Scott Card

    + thousands of others (Asimov, Clarke, Pohl..)