



# PHILADELPHIA UNIVERSITY LIBRARY

## ONLINE CATALOGUE

### Building a 3D game engine in C++



<b>Author</b>	Hook,Brian
<b>Publication Data</b>	N.Y.: John Wiley & sons, 1995
<b>Physical Description</b>	XXV, 421p + Disk
<b>Subject Area</b>	Recreation
<b>Subject Headings</b>	C++ (Computer program language) Computer games Three-dimensional display systems Computer graphics
<b>Call Number</b>	794.8166762 HOO

Philadelphia University Library 2011