
Contents

Foreword	xi
Preface	xv
Acknowledgments	xvii
About the Cover Image	xix
Contributor Bios	xxi
SECTION 1 GENERAL PROGRAMMING	1
Introduction	3
<i>Chris Corry, LucasArts</i>	
1.1 The Science of Debugging Games	5
<i>Steve Rabin, Nintendo of America Inc.</i>	
1.2 An HTML-Based Logging and Debugging System	19
<i>James Boer</i>	
1.3 The Clock: Keeping Your Finger on the Pulse of the Game	27
<i>Noel Llopis, Day 1 Studios</i>	
1.4 Designing and Maintaining Large Cross-Platform Libraries	35
<i>David Etherton, Rockstar San Diego</i>	
1.5 Fight Memory Fragmentation with Templated Freelists	43
<i>Paul Glinker, Rockstar Games Toronto</i>	
1.6 A Generic Tree Container in C++	51
<i>Bill Budge, Electronic Arts</i>	
1.7 The Beauty of Weak References and Null Objects	61
<i>Noel Llopis, Day 1 Studios</i>	
1.8 A System for Managing Game Entities	69
<i>Matthew Harmon, eV Interactive Corporation</i>	

1.9	Address-Space Managed Dynamic Arrays for Windows and the Xbox	85
	<i>Matt Pritchard, Ensemble Studios</i>	
1.10	Critically Damped Ease-In/Ease-Out Smoothing	95
	<i>Thomas Lowe, Krome Studios</i>	
1.11	A Flexible, On-the-Fly Object Manager	103
	<i>Natalya Tatarchuk, ATI Research, Inc.</i>	
1.12	Using Custom RTTI Properties to Stream and Edit Objects	111
	<i>Frederic My</i>	
1.13	Using XML without Sacrificing Speed	125
	<i>Mark T. Price, Sudden Presence/phobia lab</i>	
SECTION 2 MATHEMATICS		137
	Introduction	139
	<i>Jonathan Blow</i>	
2.1	Zobrist Hash Using the Mersenne Twister	141
	<i>Toby Jones, Human Head Studios, Inc.</i>	
2.2	Extracting Frustum and Camera Information	147
	<i>Waldemar Celes, Computer Science Department, PUC-Rio</i>	
2.3	Solving Accuracy Problems in Large World Coordinates	157
	<i>Peter Freese, NCsoft Core Technology Group</i>	
2.4	Nonuniform Splines	171
	<i>Thomas Lowe, Krome Studios</i>	
2.5	Using the Covariance Matrix for Better-Fitting Bounding Objects	183
	<i>Jim Van Verth, Red Storm Entertainment</i>	
2.6	The Jacobian Transpose Method for Inverse Kinematics	193
	<i>Marco Spoerl, KMW</i>	
SECTION 3 PHYSICS		205
	Introduction	207
	<i>Graham Rhodes, Applied Research Associates, Inc.</i>	

3.1	Ten Fingers of Death: Algorithms for Combat Killing	209
	<i>Roger Smith and Don Stoner, Titan Corporation</i>	
3.2	Vehicle Physics Simulation for CPU-Limited Systems	221
	<i>Marcin Pancewicz, Infinite Dreams, and Paul Bragiel, Paragon Five</i>	
3.3	Writing a Verlet-Based Physics Engine	231
	<i>Nick Porcino, LucasArts</i>	
3.4	Constraints in Rigid Body Dynamics	241
	<i>Russ Smith, Author of the Open Dynamics Engine</i>	
3.5	Fast Contact Reduction for Dynamics Simulation	253
	<i>Ádám Moravánszky and Pierre Terdiman, NovodeX AG</i>	
3.6	Interactive Water Surfaces	265
	<i>Jerry Tessendorf, Rhythm and Hues Studios</i>	
3.7	Fast Deformations with Multilayered Physics	275
	<i>Thomas Di Giacomo and Nadia Magnenat-Thalmann, MIRALab, C.U.I., University of Geneva</i>	
3.8	Modal Analysis for Fast, Stable Deformation	287
	<i>James F. O'Brien, University of California, Berkeley</i>	
	SECTION 4 ARTIFICIAL INTELLIGENCE	299
	Introduction	301
	<i>Paul Tozour, Retro Studios / Nintendo</i>	
4.1	Third-Person Camera Navigation	303
	<i>Jonathan Stone, Double Fine Productions</i>	
4.2	Narrative Combat: Using AI to Enhance Tension in an Action Game	315
	<i>Borut Pfeifer, Radical Entertainment</i>	
4.3	NPC Decision Making: Dealing with Randomness	325
	<i>Karén Pivazyán, Stanford University</i>	
4.4	An Object-Oriented Utility-Based Decision Architecture	337
	<i>John Hancock, LucasArts</i>	
4.5	A Distributed-Reasoning Voting Architecture	345
	<i>John Hancock, LucasArts</i>	
4.6	Attractors and Repulsors	355
	<i>John M. Olsen, Microsoft</i>	

4.7	Advanced Wall Building for RTS Games	365
	<i>Mario Grimani, Sony Online Entertainment</i>	
4.8	Artificial Neural Networks on Programmable Graphics Hardware	373
	<i>Thomas Rolfes</i>	
SECTION 5 GRAPHICS		379
	Introduction	381
	<i>Alex Vlachos, ATI Research, Inc.</i>	
5.1	Poster Quality Screenshots	383
	<i>Steve Rabin, Nintendo of America Inc.</i>	
5.2	GPU Shadow Volume Construction for Nonclosed Meshes	393
	<i>Warrick Buchanan</i>	
5.3	Perspective Shadow Maps	399
	<i>Marc Stamminger, University of Erlangen-Nuremberg, George Drettakis, REVES/INRIA Sophia-Antipolis, Carsten Dachsbacher, University of Erlangen-Nuremberg</i>	
5.4	Combined Depth and ID-Based Shadow Buffers	411
	<i>Kurt Pelzer, Piranha Bytes</i>	
5.5	Carving Static Shadows into Geometry	427
	<i>Alex Vlachos, ATI Research, Inc.</i>	
5.6	Adjusting Real-Time Lighting for Shadow Volumes and Optimized Meshes	437
	<i>Alex Vlachos and Chris Oat, ATI Research, Inc.</i>	
5.7	Real-Time Halftoning: Fast and Simple Stylized Shading	443
	<i>Bert Freudenberg, Maic Masuch, and Thomas Strothotte, University of Magdeburg</i>	
5.8	Techniques to Apply Team Colors to 3D Models	451
	<i>Greg Seegert, Stainless Steel Studios</i>	
5.9	Fast Sepia Tone Conversion	461
	<i>Marwan Y. Ansari, ATI Research, Inc.</i>	
5.10	Dynamic Gamma Using Sampled Scene Luminance	465
	<i>Michael Dougherty and Dave McCoy</i>	

5.11	Heat and Haze Post-Processing Effects	477
	<i>Chris Oat and Natalya Tatarchuk, ATI Research, Inc.</i>	
5.12	Hardware Skinning with Quaternions	487
	<i>Jim Hejl, Electronic Arts Tiburon</i>	
5.13	Motion Capture Data Compression	497
	<i>Søren Hannibal, Shiny Entertainment</i>	
5.14	Fast Collision Detection for 3D Bones-Based Articulated Characters	503
	<i>Oliver Heim, Carl S. Marshall, and Adam Lake, Intel Corporation</i>	
5.15	Terrain Occlusion Culling with Horizons	515
	<i>Glenn Fiedler, Irrational Games</i>	
SECTION 6 NETWORK AND MULTIPLAYER		529
	Introduction	531
	<i>Pete Isensee, Microsoft Corporation</i>	
6.1	General Lobby Design and Development	533
	<i>Shekhar Dhupelia, Midway Amusement Games, LLC</i>	
6.2	Thousands of Clients per Server	541
	<i>Adam Martin, Grex Games</i>	
6.3	Efficient MMP Game State Storage	555
	<i>Justin Quimby, Turbine Entertainment Software</i>	
6.4	Practical Application of Parallel-State Machines in a Client-Server Environment	563
	<i>Jay Lee, NCsoft Corporation</i>	
6.5	Bit Packing: A Network Compression Technique	571
	<i>Pete Isensee, Microsoft Corporation</i>	
6.6	Time and Consistency Management for Multiserver-Based MMORPGs	579
	<i>Larry Shi and Tao Zhang, Georgia Institute of Technology</i>	
SECTION 7 AUDIO		591
	Introduction	593
	<i>Eddie Edwards, Sony Computer Entertainment Europe</i>	

7.1	A Brief Introduction to OpenAL	595
	<i>Joe Valenzuela, Treyarch</i>	
7.2	A Simple Real-Time Lip-Synching System	607
	<i>Jake Simpson, Maxis</i>	
7.3	Dynamic Variables and Audio Programming	613
	<i>James Boer</i>	
7.4	Creating an Audio Scripting System	621
	<i>Borut Pfeifer, Radical Entertainment</i>	
7.5	Implementing an Environmental Audio Solution Using EAX and ZoomFX	633
	<i>Scott Velasquez, Gearbox Software</i>	
7.6	Controlling Real-Time Sound Synthesis from Game Physics	649
	<i>Frank Luchs, Visiomedica Software Corporation</i>	
	APPENDIX: ABOUT THE CD-ROM	657
	INDEX	659