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This book is a great overview of all components of a game engine - not just the commonly over analysed rendering aspect - and how they all fit together. As an wannabe indie developer, who hasn't had the experience of a professional game company, it's great to read insights into the naughty dog internal engine and other professional engines.

Game Engine Architecture: Amazon.co.uk: Gregory, Jason ...

As some previous reviews written, this is a solid book on game engine architecture. What I like about this book is it has a detailed introduction to game animation system which other books couldn't give.

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