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parallel model. The animation and the physics tasks can be executed in parallel. Costa[2] presents a way to automate the scaling of this ... Gamasutra - Multithreaded Game Engine Architectures - "Multi-threaded Game Engine Design shows experienced game developers how to apply multi-thread techniques to game programming technology to improve game performance. Using Direct3D and C++, a sample game engine is created step-by-step throughout the course of the book, and numerous examples illustrate the concepts presented. Multi-threaded game engine design (eBook, 2011) [WorldCat.org] -

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