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## BEGINNING ANDROID 3D GAME DEVELOPMENT



Apress, 2014. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Beginning Android 3D Game Development is a unique, examples-driven book for today's Android and game app developers who want to learn how to build 3D game apps that run on the latest Android 5.0 (KitKat) platform using Java and OpenGL ES. Android game app development continues to be one of the hottest areas where indies and existing game app developers seem to be most...

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- Authored by Chin, Robert
- Released at 2014



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