



## 3D Engine Design for Virtual Globes

*Patrick Cozzi, Kevin Ring*

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Supported with code examples and the authors' real-world experience, this book offers the first guide to engine design and rendering algorithms for virtual globe applications like Google Earth and NASA World Wind. The content is also useful for general graphics and games, especially planet and massive-world engines. With pragmatic advice throughout, it is essential reading for practitioners, researchers, and hobbyists in these areas, and can be used as a text for a special topics course in computer graphics.

Topics covered include:

- Rendering globes, planet-sized terrain, and vector data
- Multithread resource management
- Out-of-core algorithms
- Shader-based renderer design

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