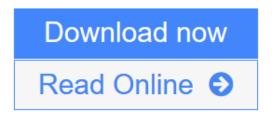


Irrlicht 1.7 Realtime 3D Engine Beginner's Guide

Johannes Stein, Aung Sithu Kyaw



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A beginner's guide with plenty of screenshots and explained code. If you have C++ skills and are interested in learning Irrlicht, this book is for you. Absolutely no knowledge of Irrlicht is necessary for you to follow this book!



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