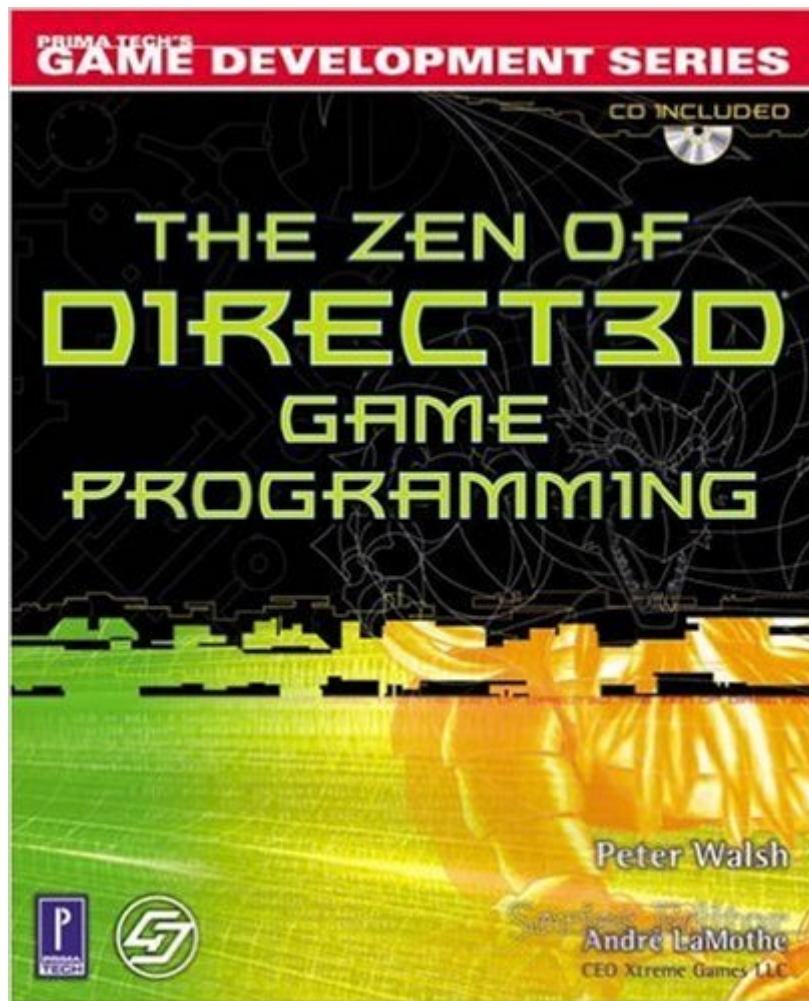


The book was found

The Zen Of Direct3D Game Programming (Prima Tech's Game Development)



Synopsis

Whether you're a professional programmer looking to get up to speed on DirectX® 8.0 or a hobbyist new to game programming, this book will be your ultimate guide to programming amazing 3D computer graphics with Microsoft® Direct3D® 8.0! It provides a solid introduction to interactive entertainment engineering, Windows® programming, and advanced graphical techniques. Inside you'll find deep coverage of 2D graphics, including using double buffering, page flipping, programming a bitmap font engine, and creating a Quake-style programmable console. Read on to learn sophisticated 3D graphics programming techniques such as bilinear filtering, texturing, materials, lights, and how to develop an object-orientated frame based object hierarchy in order to simulate amazingly realistic animation effects. Begin your journey into the world of Direct3D - and great games - here, now!

Book Information

Series: Prima Tech's Game Development

Paperback: 896 pages

Publisher: Muska & Lipman/Premier-Trade; 1 edition (June 1, 2002)

Language: English

ISBN-10: 0761534296

ISBN-13: 978-0761534297

Product Dimensions: 9.1 x 7.4 x 2.2 inches

Shipping Weight: 3.1 pounds (View shipping rates and policies)

Average Customer Review: 3.1 out of 5 stars Â Â See all reviewsÂ (40 customer reviews)

Best Sellers Rank: #5,211,419 in Books (See Top 100 in Books) #75 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX #2749 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming #4035 inÂ Books > Computers & Technology > Games & Strategy Guides > Strategy Guides

Customer Reviews

The Zen of Direct3D Game Programming is an absolutely excellent book that truly accomplishes what it sets out to do. Direct3D Immediate mode is one of the most demanding programming challenges in the Universe, period. This book, if pursued studiously, absolutely will give you a very solid foundation in Direct3D and how to use it effectively. The book's only presumptions are that you are able to program somewhat adequately in "C" and that you possess, and have at least a little familiarity with, Microsoft's Visual C++ Compiler. This book provides excellent, appropriately

sequential and insightful coverage of Windows graphics programming, 2D DirectX Programming, 3D concepts and beginning to moderately advanced 3D Direct3D concepts and implementation methods. It is written in a very coherent and easy to follow manner, with complexity of concept increasing only as our ability to understand also increases, a rare feature in this level of technical book. The game engine that Peter continuously helps you develop and refine throughout the book is truly a tour de force. Its development is clear and logical and its increasing sophistication and complexity follows our advancing learning curve very tidily. As Peter progresses through the book, he uses more and more sophisticated coding techniques, but he always demystifies them and explains them adequately before moving on. Part way through the book, Peter introduces and begins using classes for encapsulation of the functions that he includes in his "game engine", but the book also includes a very nice appendix item that is a short introductory course to C++ classes that is just right for the level of C++ specific implementation that he uses in the book.

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