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WINDOWS GAME PROGRAMMING WITH VISUAL BASIC AND DIRECTX(CD-ROM □□) WAYNE S.FRDDZE,2002-05-15 **Ultimate Game Programming with DirectX** Allen Sherrod,2006 Exploring the features of DirectX the most widely used game development API available this book details the complexities of DirectX in an easy to follow and practical style *Introduction To 3D Game Programming With Directx 9.0* Frank Luna,2003 Introduction to 3D

Game Programming with DirectX 9.0 provides an introduction to programming interactive 3D computer graphics using DirectX 9.0 with an emphasis on game development. The book begins with an explanation of mathematical tools and moves on to general 3D concepts. Other topics include performing basic operations in Direct3D such as primitive drawing, lighting, texturing, alpha blending, and stencil testing, and using Direct3D to implement techniques that could be required in a game. Chapters on vertex and pixel shaders, including the effects framework and the new High Level Shading Language, wrap up the discussion. Understand basic mathematical and 3D concepts, learn how to describe and draw interactive 3D scenes using the Direct3D 9.0 API, use Direct3D and the D3DX utility library to implement a variety of techniques and applications such as transparency, shadows, reflections, fonts, meshes using XFiles, progressive meshes, terrain rendering, particle systems, picking, cartoon rendering, and multitexturing. Find out how to write vertex and pixel shader programs with the High Level Shading Language, discover how to write and use effect files with the Direct3D effects framework.

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