ADVANCED 3D GAME PROGRAMMING WITH DIRECTX® 10.0

PETER WALSH

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Frank D. Luna

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concepts of 3D programming This book will provide a practical example driven approach to learning the unique art of 3D Game Development that even the beginner can grasp *Ultimate Game Programming with DirectX* Allen Sherrod,2009 Publisher description **Advanced 3D Game Programming All in One** Kenneth C. Finney,2005 Covers 3D game programming art and design Written for intermediate to advanced level game programmers this book uses the Torque Game Engine to show readers how they can create their own high quality games This book focuses on how to use a game engine to maximum effect revealing and explaining the inner workings of the Torque Game Engine **Tricks of the 3D Game Programming Gurus** André LaMothe,2003 Today is the greatest time in history to be in the game business We now have the technology to create games that look real Sony s Playstation II XBOX and Game Cube are cool But all this technology isn t easy or trivial to understand it takes really hard work and lots of Red Bull The difficulty level of game programming has definitely been cranked up these days in relation to the skill set needed to make games Andre LaMothe s follow up book to Tricks of the Windows Game Programming Gurus is the one to read for the latest in 3D game programming When readers are finished with Tricks of the 3D Game Programming Gurus Advanced 3D Graphics and Rasterization they will be able to create a full 3D texture mapped lit video game for the PC with a software rasterizer they can write themselves Moreover they will understand the underlying principles of 3D graphics and be able to better understand and utilize 3D hardware today and in the future *Introduction to 3D Game Programming with Directx 9.0* ,2007

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