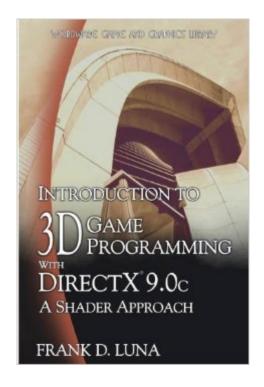# Introduction To 3D Game Programming With DirectX 9.0c: A Shader Approach (Wordware Game And Graphics Library)

Synopsis

Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach presents an introduction to programming interactive computer graphics, with an emphasis on game development, using real-time shaders with DirectX 9.0. The book is divided into three parts that explain basic mathematical and 3D concepts, show how to describe 3D worlds and implement fundamental 3D rendering techniques, and demonstrate the application of Direct3D to create a variety of special effects.With this book understand basic mathematical tools used in video game creation such as vectors, matrices, and transformations; discover how to describe and draw interactive 3D scenes using Direct3D and the D3DX library; learn how to implement lighting, texture mapping, alpha blending, and stenciling using shaders and the high-level shading language (HLSL); explore a variety of techniques for creating special effects, including vertex blending, character animation, terrain rendering, multi-texturing, particle systems, reflections, shadows, and normal mapping;f ind out how to work with meshes, load and render .X files, program terrain/camera collision detection, and implement 3D object picking; review key ideas, gain programming experience, and explore new topics with the end-of-chapter exercises.

Book Information

File Size: 6809 KB

Print Length: 544 pages

Publisher: Jones & Bartlett Learning; 1 edition (September 23, 2010)

Publication Date: September 23, 2010

Language: English

ASIN: B0026UNZTA

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #1,278,370 Paid in Kindle Store (See Top 100 Paid in Kindle Store)   #41

in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX   #601

in Kindle Store > Kindle eBooks > Computers & Technology > Programming > Games   #1667

in Books > Computers & Technology > Games & Strategy Guides > Game Programming

Customer Reviews

First, I would like to say that this book is very well written and extensive. It covers all the basics of rendering in 3D with DirectX, especially how to use shaders, which some other intro books gloss over. As each part of the D3D framework is presented the objects, settings and parameters are explained in great detail. As other reviewers mentioned, it also includes a rudimentary framework, however don't expect too much in that respect. The framework is not something you can run a game on, it exists only as a teaching tool (I'm referring to the simple framework that the examples are presented with, not the WorldWare engine).Having said that, there are two down sides to this book. The first is that although D3D is explained in depth, it sometimes reads like Direct3D reference documentation - endless lists of parameter A does blah, blah blah, parameter B does blah blah blah. This is helpful, don't get me wrong - I just wish it was tucked away in an appendix. Unless the parameters do something surprising, I don't want the obvious explained to me. This may just be a personal preference, and you may actually find it helpful.The second and bigger problem is that the book really doesn't address game state management or how to structure a *real world* game. It does tell you how to create particle systems, bone animation, texture effects, terrains, etc, but it never tells you how to put it all together, which is really not trivial. I wouldn't fault it for this if the name of the book were "Introduction to DirectX programming", but it's called "Introduction to 3D Game Programming with DirectX". In my opinion, it should cover the basics of how to structure a game, which it doesn't.

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