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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](#) 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 stenciling 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

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Windows Game Programming with Visual Basic and DirectX Wayne S. Freeze, 2002 This volume shows how to couple the powers of Microsoft Visual Basic and DirectX to design and program simulation games It covers game programming code in Visual Basic while giving hints and ideas for the use of Visual Basic NET

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Introduction to 3D Game Programming with DirectX 12 Frank Luna, 2017-07-15 3D graphics development is an engaging rewarding process that gives developers the opportunity to flex their creative muscles However it can also be intimidating to those on the outside A follow up to Direct2D Direct3D tears down the barriers to entry Requiring only a background in C author Chris Rose will guide you through the process of developing your own 3D

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