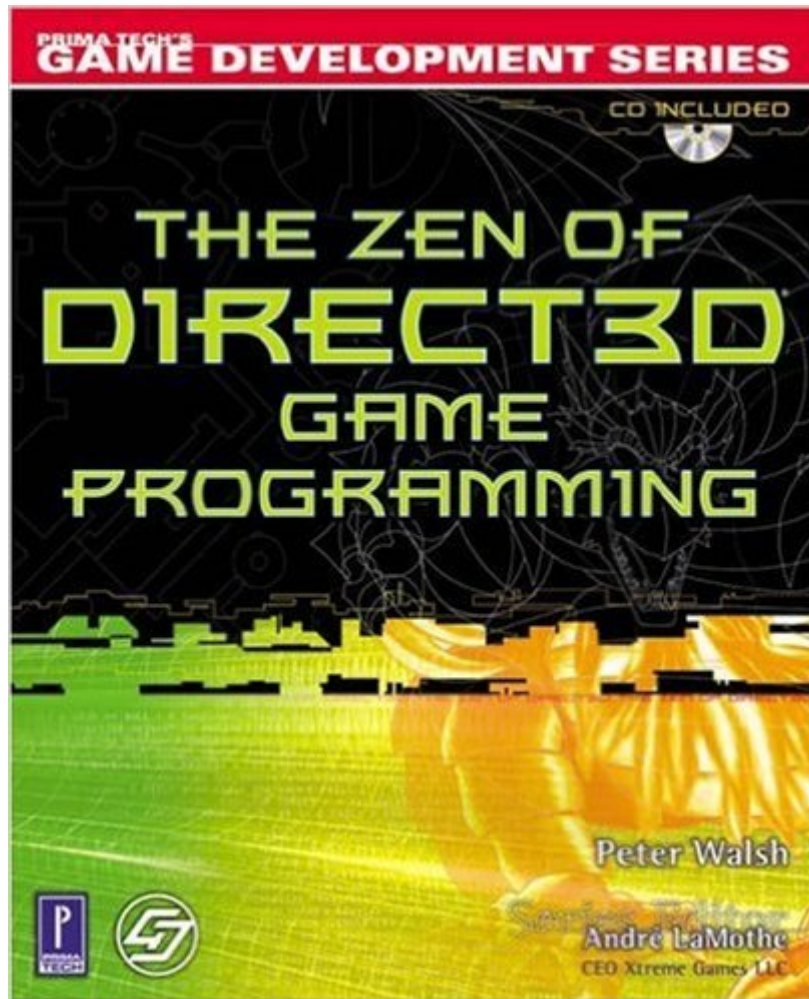# The book was found

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

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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 books 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 provdes excellent, appropriately

sequential and insightful coverage of Windows graphics programming, 2D DirectX Programming, 3D concepts and beginning to moderately advanced 3D Direct3D concepts and implentation 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 it's 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.

The Zen of Direct3D Game Programming (Prima Tech's Game Development) Beginning Direct3D Game Programming w/CD (Prima Tech's Game Development) Zen Doodle Drawing BOX SET 5-in-1: Zen Cats, Zen Dogs, Zen Horses, Zen Underwater Life,Zen Girls Tarot Osho Zen/ Osho Zen Tarot: El juego trascendental del Zen/ The Transcendental Game of Zen (Spanish Edition) Zen Flesh Zen Bones: A Collection of Zen and Pre-Zen Writings Zen Flesh, Zen Bones: A Collection of Zen and Pre-Zen Writings (Unabridged Selections) Cutting-Edge Direct3D Programming: Everything You Need to Create Stunning 3D Applications with Direct3D Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) ZEN DOODLE: The Art of Zen Doodle. Drawing Guide with Step by Step Instructions. Book one. (Zen Doodle Art 1) Focus On 2D in Direct3D (Premier Press Game Development) Programming an RTS Game with Direct3D Cracking the Tech Career: Insider Advice on Landing a Job at Google, Microsoft, Apple, or any Top Tech Company High Tech Start Up, Revised and Updated: The Complete Handbook For Creating Successful New High Tech Companies Osho Zen Tarot: The Transcendental Game Of Zen Careers for Tech Girls in Video Game Development Swift Programming Artificial Intelligence: Made Easy, w/ Essential Programming Learn to Create your * Problem Solving * Algorithms! TODAY! w/ Machine ... engineering, r programming, iOS development) Direct3D and 3D Engine Programming Graphics Programming with Direct3D Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2)