

Beginning Directx 11 Game Programming

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BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to creating fantastic graphics, amazing creatures, and realistic worlds for games. Written specifically for the beginner programmer, the book uses step-by-step instructions to teach the basics of DirectX 11, introducing skills that can be applied to creating games for both PC and game console platforms like the Xbox 360.

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[Beginning DirectX 11 Game Programming by Allen Sherrod...](#)

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[Beginning DirectX 11 Game Programming \(3rd ed.\)](#)

Beginning DirectX 11 Game Programming. Allen Sherrod, Wendy Jones. Discover the latest and most popular technology for creating next-generation 3D games: DIRECTX 11! BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to learning the basics of DirectX 11 that will help get you started on the path to 3D video game programming and development.

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[Beginning DirectX 11 Game Programming - Allen Sherrod...](#)

Beginning DirectX 11 Game Programming by Allen Sherrod is, what I ' d consider, a great introduction into DirectX programming. Just to be clear, it ' s really only an overview of the DirectX APIs (Direct3D, DirectXInput, etc.) and not really a graphics or game programming book (despite the title).

[Amazon.com: Customer reviews: Beginning DirectX 11 Game...](#)

This completely updated fourth edition of the popular BEGINNING GAME PROGRAMMING will introduce you to the fascinating world of game programming for Windows using Visual Studio 2013 and DirectX. The book requires only a basic understanding of the C++ language and provides a solid introduction to DirectX programming.

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BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to creating fantastic graphics, amazing creatures, and realistic worlds for games. Written specifically for the beginning programming student, the book uses step-by-step instructions to teach the basics of DirectX 11, introducing skills that can be applied to creating games for both PC and game console platforms like the Xbox 360.

[Beginning DirectX 11 game programming \(eBook, 2012\)...](#)

BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to learning the basics of DirectX 11 that will help get you started on the path to 3D video game programming and development.

[Beginning DirectX 11 game programming \(Book, 2012\)...](#)

Summary: Discover the latest and most popular technology for creating next-generation 3D games: DIRECTX 11! BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to learning the basics of DirectX 11 that will help get you started on the path to 3D video g

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Beginning DirectX 11 Game Programming Allen Sherrod. 3.5 out of 5 stars 28. Paperback. 11 offers from \$55.91 #34. Introduction To 3D Game Programming With DirectX 9.0 (Wordware Game and Graphics Library) Frank Luna. 4.3 out of 5 stars 47. Paperback. \$24.00 #35.

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BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to learning the basics of DirectX 11 that will help get you started on the path to 3D video game programming and development. Written specifically for the beginner programmer, this book uses step-by-step Discover the latest and most popular technology for creating next-generation 3D games: DIRECTX 11!

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Discover the latest and most popular technology for creating next-generation 3D games: DIRECTX 11! BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to learning the basics of DirectX 11 that will help get you started on the path to 3D video game programming and development. Written specifically for the beginner programmer, this book uses step-by-step instructions to teach the basics of DirectX 11 and introduces skills that can be applied to creating games for PCs and game console platforms such as the Xbox 360. Updated for all the newest DirectX 11 technology, this book includes coverage of improved professional coding practices, an overview of the latest DirectX components and tools, sprites, text and font rendering, 3D character rendering, cameras, audio, shaders and effects, and much more. By the time you reach the end of this book, you will have had enough experience with DirectX 11 that you should be able to explore making simple video games and demos. From there, you can progress toward making more complex games and demos until you find yourself able to complete and release your own PC or console games. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

Presents instructions on programming interactive video and computer games using DirectX 11.

This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It shows how to use new Direct12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware tessellation, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. FEATURES: • Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 • Uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores • Contains detailed explanations of popular real-time game effects • Includes a DVD with source code and all the images (including 4-color) from the book • Learn advance rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character animation • Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

Build several fully functional games as well as a game engine to use for programming cell phone and mobile games with Beginning Mobile Phone Game Programming! The included CD provides the tool, code and graphics necessary to complete all exercises covered in the chapters. Beginning Cell Phone Game Programming demystifies wireless game programming by providing clear, practical lessons using the J2ME Game API. You will learn how to use the most popular mobile programming language, Java, to build compact games that can run on any Java-enabled device, including mobile phones, pagers and handheld computers. You will also learn to add a splash screen, create a demo mode, keep track of high scores, and test, debug, and deploy your games. Topics covered include: How to construct a game engine to drive mobile games. How to use Java 2 Micro Edition (J2ME) and the Java Game API to get the most performance out of your mobile games. How to implement sprite animation and control interactions among moving sprites. How to play sound effects and music in mobile games. How to take advantage of wireless networks to build mobile multiplayer games. How to design and develop a variety of different games spanning several video games genres.

Direct3D 11 offers such a wealth of capabilities that users can sometimes get lost in the details of specific APIs and their implementation. While there is a great deal of low-level information available about how each API function should be used, there is little documentation that shows how best to leverage these capabilities. Written by active me

Written in step-by-step tutorial format, we will explore the creation of 3D applications and games through the development of a Windows 8 metro style game.DirectX 11.1 Game Programming Written for developers with knowledge of C++ essentials and 3D mathematics who would want to create metro style game on the Windows 8 platform.DirectX 11.1 Game Programming explores Direct3D 11.1 and Microsoft C++ component extensions along with introducing C++ accelerated massive parallelism.

This book provides would-be computer game programmers with the foundations of game programming using Microsoft Direct X 8.0 software, the leading development environment of computer games.

Get Started Quickly with DirectX 3D Programming: No 3D Experience Needed This step-by-step text demystifies modern graphics programming so you can quickly start writing professional code with DirectX and HLSL. Expert graphics instructor Paul Varcholik starts with the basics: a tour of the Direct3D graphics pipeline, a 3D math primer, and an introduction to the best tools and support libraries. Next, you ' ll discover shader authoring with HLSL. You ' ll implement basic lighting models, including ambient lighting, diffuse lighting, and specular highlighting. You ' ll write shaders to support point lights, spotlights, environment mapping, fog, color blending, normal mapping, and more. Then you ' ll employ C++ and the Direct3D API to develop a robust, extensible rendering engine. You ' ll learn about virtual cameras, loading and rendering 3D models, mouse and keyboard input, and you ' ll create a flexible effect and material system to integrate your shaders. Finally, you ' ll extend your graphics knowledge with more advanced material, including post-processing techniques for color filtering, Gaussian blurring, bloom, and distortion mapping. You ' ll develop shaders for casting shadows, work with geometry and tessellation shaders, and implement a complete skeletal animation system for importing and rendering animated models. You don ' t need any experience with 3D graphics or the associated math: Everything ' s taught hands-on, and all graphics-specific code is fully explained. Coverage includes • The Direct3D API and graphics pipeline • A 3D math primer: vectors, matrices, coordinate systems, transformations, and the DirectX Math library • Free and low-cost tools for authoring, debugging, and profiling shaders • Extensive treatment of HLSL shader authoring • Development of a C++ rendering engine • Cameras, 3D models, materials, and lighting • Post-processing effects • Device input, component-based architecture, and software services • Shadow mapping, depth maps, and projective texture mapping • Skeletal animation • Geometry and tessellation shaders • Survey of rendering optimization, global illumination, compute shaders, deferred shading, and data-driven engine architecture