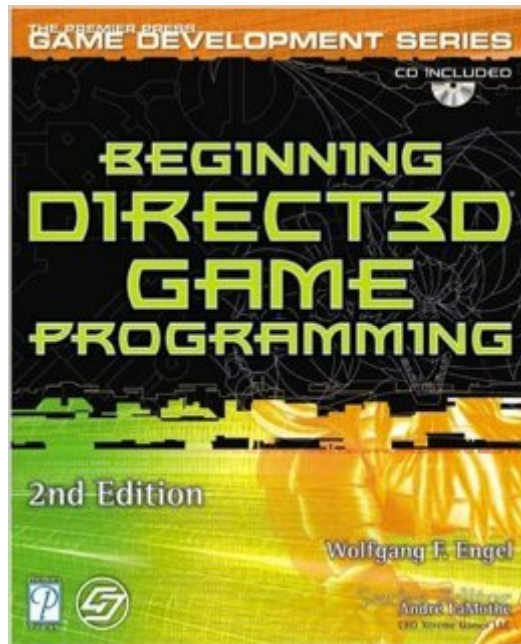The book was found

Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development)

Synopsis

With a detailed explanation of vertex and pixel shader programming, coverage of the new Microsoft HLSL (High Level Shader Language), and greater concentration of the fixed function pipeline, the second edition of this popular reference guide will take you farther than you ever imagined! Written by an industry expert, this book will put an end to your struggle to master the concepts. "Beginning Direct3D Game Programming, 2nd Edition" serves as a comprehensive guide for learning DirectX graphics programming. It allows you to start with the basics and ease your way into graphics and animation. As you work your way through the book, however, you'll get a chance to focus on some advanced shader effects to give your games that extra touch of realism.

Book Information

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Customer Reviews

I've been waiting a long time for a book like this. I'm a Unix software developer by profession, but only a hobbyist when it comes to PC game programming. Back in the good old days, before Windows and DirectX/DirectWhatever, it was possible for us casual programmers to keep up with the technology and have fun experimenting with graphics and game programming. I simply lost interest when the complexity of the operating system and video hardware started getting in the way.I've been searching for a good book on Direct3D graphics programming for years and finally found one that delivers what it promises. Wolfgang Engel, the author, obviously understands how frustrating the learning process can be. The content of this book is masterfully structured to give the

reader a solid understanding of everything you need to know. It's friendly, informal, humorous, and focused. It's a big book, but it reads fast, and keeps you interested.The author assumes you know C and maybe a little C++. That's about the only prerequisite you'll need to understand the material

This is a great book with which to learn directx 9; it introduces the new shader abilities of directx. the only downside is that this book is only useful if you have a good background in C programming or better yet c++, not to mention the fact that this 2nd edition doesn't have the original chapters from the 1st edition about physics and collision detection by Amir Geva. if you know C, this is the book for you if you want to get started with direct3D without delving too deep into windows programming and general directx programming

DirectX is difficult to master. Even drilling down into just D3D is exceptionally challenging for most students. I have been looking for a DX book to use on an undergraduate course and in the process I have reviewd a few. While most books have something to offer few have drawn the whole of any of the DX modules together. Given the standard of the SDK documentation there is a clear need for good textbooks. My reaction to the present text is that it is very unsutiable for beginners. In the first place, it is not well written. Secondly,some of the code is way beyond what beginners could grasp and there is very little hand holding to reassure pedagogues like me. Thirdly, the material of matrices could do with being looked at again. However, it is not all gloom. The chapter on animation is really very good and well worth spending the time on.All too frequently we see computer programming texts come out without proper regard for the readership. Occasionally the reading public have the right to expect publishers to get material out there that was written to be read by others. I don't blame the authors, but the publishers who don't put enough editorial weight behind their offerings. I have no doubt but that this book could have been a much more useful book with appropriate editorial input. May be the 3rd edition will be.

The title of this book is misleading. It's not so much a beginners book as it is a fast-paced primer so you can get on to the good stuff. Chapters five and six (the first that take you into actual code) are *extremely* accelerated and don't really explain exactly what's going on in a lot of the code, though it's easy to figure it out once you load up the samples and play around with them for a while. It's written well, is easy to read, and it gives a great overview of the basics, just don't let the title fool you.My advice? Go through a bunch of online Direct3D tutorials first, then read this book.

This is THE shader programming introduction from the expert ! Don't miss it. Just playing around with the numerous example programs is fun. In one of the examples you can fly around with two space ships ... both are turned with a quaternion.If you see the shader driven character engine, your yaw will drop like mine.Grab it, buy it, read it. This one maximizes your direct3d knowledge.

I am a totally beginning programmer, I've only taken 1 & 1/2 programming classes so far. Like the guy below me said, it isn't enough to write a game, but it's gives you a good enough understand to start your own valuable research on the topic. The author lists many really good sites to start with. Also, the section on setting up your compiler is CRUCIAL and I have never been able to get it working before now. The cd as well has some good stuff on it.

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