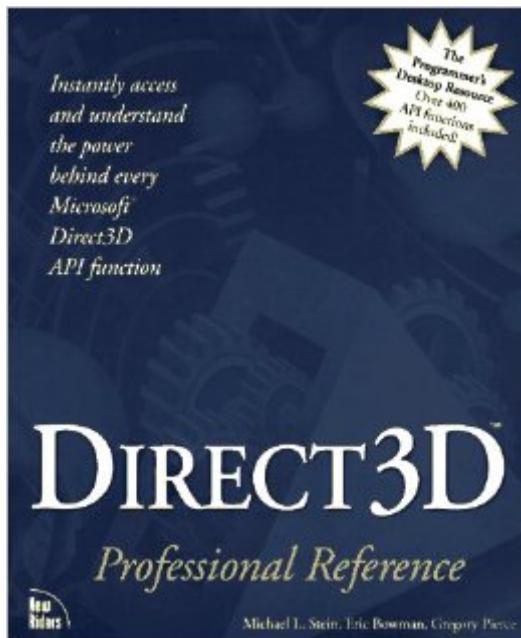


The book was found

# Direct3D: Professional Reference



## Synopsis

Direct3D Professional Reference is the only reference available that provides the essential reference information that developers need to know. It completely and concisely explains what each function within Direct3D does and how it should be used. Each function has been tested, organized, and documented by the best developers. You'll even find coverage of the undocumented features as well. This book is a programmer's desktop resource; a reference that provides instantly accessible, thorough-yet-concise explanations of every function in the Microsoft Direct3D API. For each component, you'll know what the function is, what the function is used for, and how the function works.

## Book Information

Paperback: 750 pages

Publisher: New Riders Pub (March 1997)

Language: English

ISBN-10: 1562057251

ISBN-13: 978-1562057251

Product Dimensions: 1.5 x 7.5 x 8.8 inches

Shipping Weight: 2.4 pounds

Average Customer Review: 2.8 out of 5 stars [See all reviews](#) (4 customer reviews)

Best Sellers Rank: #7,579,270 in Books (See Top 100 in Books) #87 in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX #3296 in Books > Computers & Technology > Graphics & Design > Desktop Publishing #11627 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

## Customer Reviews

If you have the DirectX sdk, you don't need this book at all. It pretty much lists the definition of each function without the hyperlinking ability.

Like the title says its a professionals reference. Demonstrates basic 3d concepts but that's it. Only 6 or so pages of this intro. Make sure you know 3d or preferably Direct3D programming before buying this book. Its good for a quick reference to the 400 or so functions but that's it its a reference book. Advance 3d programmers will like it because it has all the possible 3d functions you can use in a program.

I want't known about using MFC in the Direct

I want't known about using MFC in the Direct

[Download to continue reading...](#)

Cutting-Edge Direct3D Programming: Everything You Need to Create Stunning 3D Applications with Direct3D Direct3D: Professional Reference 2016 ICD-10-CM Physician Professional Edition (Spiral bound), 2015 HCPCS Professional Edition and AMA 2015 CPT Professional Edition Package, 1e 2016 ICD-10-CM Physician Professional Edition (Spiral bound), 2016 HCPCS Professional Edition and AMA 2016 CPT Professional Edition Package, 1e 2013 ICD-9-CM for Hospitals, Volumes 1, 2, and 3 Professional Edition (Spiral bound), 2013 HCPCS Level II Professional Edition and 2013 CPT Professional Edition Package, 1e CPT 2014 Professional Edition (Current Procedural Terminology, Professional Ed. (Spiral)) (Cpt / Current Procedural Terminology (Professional Edition)) CPT 2010 Professional Edition (Current Procedural Terminology, Professional Ed. (Spiral)) (Current Procedural Terminology (CPT) Professional) Netware Professional Reference/Book and Cd (Professional series) Microsoft Win32 Programmer's Reference: Functions A-G (Microsoft Professional Reference) Microsoft Win32 Programmer's Reference: Window Management and Graphics Device Interface (Microsoft Professional Reference) Microsoft Win32 Programmer's Reference: Functions H-Z (Microsoft Professional Reference) Microsoft Win32 Programmer's Reference: System Services, Multimedia, Extensions, and Application Notes (Microsoft Professional Reference) Microsoft Win32 Programmer's Reference: Messages, Structures, and Macros (Microsoft Professional Reference) Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) Programming an RTS Game with Direct3D Direct3D Rendering Cookbook Direct3D and 3D Engine Programming Direct3D for Students Practical Rendering and Computation with Direct3D 11 Character Animation With Direct3D

[Dmca](#)