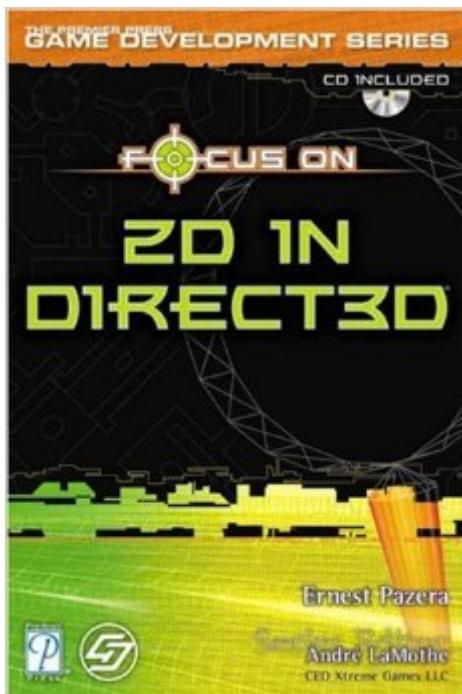


The book was found

Focus On 2D In Direct3D (Premier Press Game Development)



Synopsis

Focus on 2D in Direct3D teaches you all of the tools and tips you'll need to dive right in and begin creating your own games. If you have some knowledge of C or C++ and have been searching for a guide that will take your 2D programming into the third dimension, then search no more! In this book you'll acquire the skills you'll need to move from the 2D API to Direct3D. Written from the point of view of a 2D programmer, Focus on 2D in Direct3D presents the fundamentals of the Direct3D API in an easy-to-use-and-understand format. Get ready to jump into the world of Direct3D!

Book Information

Series: Premier Press Game Development

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Average Customer Review: 4.3 out of 5 stars [See all reviews](#) (10 customer reviews)

Best Sellers Rank: #3,261,184 in Books (See Top 100 in Books) #49 in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX #2121 in Books > Computers & Technology > Games & Strategy Guides > Game Programming #3414 in Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

First off, I was disappointed when I got this book. It appeared to be another "basics of Direct3D" book... I thought. It actually sat in my truck for about 2 weeks before I read it. I was not interested in another how to create a Direct3D object, blah blah, but then, bored one night, I started reading. This book added a lot beyond a SDK-two-sentence explanation of Direct3D objects and made me realize how much I DIDN'T know about Direct3D. The author DID cover the basics in this book (no Win32 mind you), but what happened was, the "why" and more "what" were revealed to me in this text. The "why this enumeration is this value" and the "reason for performing this class call", etc. A lot of the details that were overlooked before in other books (I've read many) were explained well in this book, giving me the additional information I needed to push completely past a "beginner" status. All the examples I ran compiled, and all the examples were related well with the text in the book. This book

is not a monster either. It's about 258 pages and smaller in size. The author does not try to teach you the WIN32 API, so that takes a big chunk out making this a quick read. Normally, I try to give a balanced review about a book, the good AND the bad. No book is perfect, so I will say this book is NOT for advanced programmers unless you need a good reference, but for a beginner to intermediate programmer, this is a good nugget of knowledge. Very useful beyond 2D. He does exclude a lot of D3DX making you write your versions of their functions which helps in the understanding, but makes it hard sometimes in finding the equivalent D3DX functions since I choose to use them.

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