

## Beginning DirectX 11 Game Programming

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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, DirectInput, 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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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.

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](mailto:info@merclearning.com).

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

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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.

Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach presents an introduction to programming interactive computer graphics, with an emphasis on game development, using real-time shaders with DirectX 9.0. The book is divided into three parts that explain basic mathematical and 3D concepts, show how to describe 3D worlds and implement fundamental 3D rendering techniques, and demonstrate the application of Direct3D to create a variety of special effects. With this book understand basic mathematical tools used in video game creation such as vectors, matrices, and transformations; discover how to describe and draw interactive 3D scenes using Direct3D and the D3DX library; learn how to implement lighting, texture mapping, alpha blending, and stenciling using shaders and the high-level shading language (HLSL); explore a variety of techniques for creating special effects, including vertex blending, character animation, terrain rendering, multi-texturing, particle systems, reflections, shadows, and normal mapping; find out how to work with meshes, load and render .X files, program terrain/camera collision detection, and implement 3D object picking; review key ideas, gain programming experience, and explore new topics with the end-of-chapter exercises.

This updated bestseller provides an introduction to programming interactive computer graphics, with an

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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](mailto: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

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

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

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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.

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,

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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

Advanced 3D Game Programming with DirectX 10.0 provides a guide to developing cutting-edge games using DirectX 10.0. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition.

Make your own games using DirectX 10 and C++ with Ultimate Game Programming with DirectX, Second Edition. Written for experienced programmers who want to learn DirectX 10 and how to apply it to game creation, this book goes in-depth with DirectX 10 and each of its subsystems. Every part of the gamedevelopment process is covered and youÆll apply your existing game-development skills to the new techniques and tools covered in the book. Beginning with an introduction to DirectX and Direct3D, youÆll

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work your way through graphical interfaces, animation paths, advanced lighting and shadows, various surfacemapping techniques, and even sound. One topic is covered per chapter and end-of-chapter questions help you practice and reinforce your new skills. Whether you're a current game development student or a professional developer, you'll find the information and techniques you need to gain a clear understanding of game programming with DirectX 10.

Welcome to Game Coding Complete, Fourth Edition, the newest edition of the essential, hands-on guide to developing commercial-quality games. Written by two veteran game programmers, the book examines the entire game development process and all the unique challenges associated with creating a game. In this excellent introduction to game architecture, you'll explore all the major subsystems of modern game engines and learn professional techniques used in actual games, as well as Teapot Wars, a game created specifically for this book. This updated fourth edition uses the latest versions of DirectX and Visual Studio, and it includes expanded chapter coverage of game actors, AI, shader programming, LUA scripting, the C# editor, and other important updates to every chapter. All the code and examples presented have been tested and used in commercial video games, and the book is full of invaluable best practices, professional tips and tricks, and cautionary advice.

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