

INTRODUCTION TO

3D GAME PROGRAMMING

WITH DIRECTX® 11



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FRANK D. LUNA

Introduction To 3d Game Programming With DirectX 11

Ian Parberry



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Windows Game Programming with Visual Basic and DirectX Wayne S. Freeze,2002 This volume shows how to couple the powers of Microsoft Visual Basic and DirectX to design and program simulation games It covers game programming code in Visual Basic while giving hints and ideas for the use of Visual Basic NET

Isometric Game Programming with DirectX 7.0 Ernest Pazera,2001 Isometric game programming is an alternative to 3D programming it is less math intensive and can often achieve the same level of graphical aesthetics as 3D programming Despite their use of 2D images they still offer 3D projections

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Advanced 3D Game Programming All in One Kenneth C. Finney,2005 Covers 3D game programming art and design Written for intermediate to advanced level game programmers this book uses the Torque Game Engine to show readers how they can create their own high quality games This book focuses on how to use a game engine to maximum effect revealing and explaining the inner workings of the Torque Game Engine

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