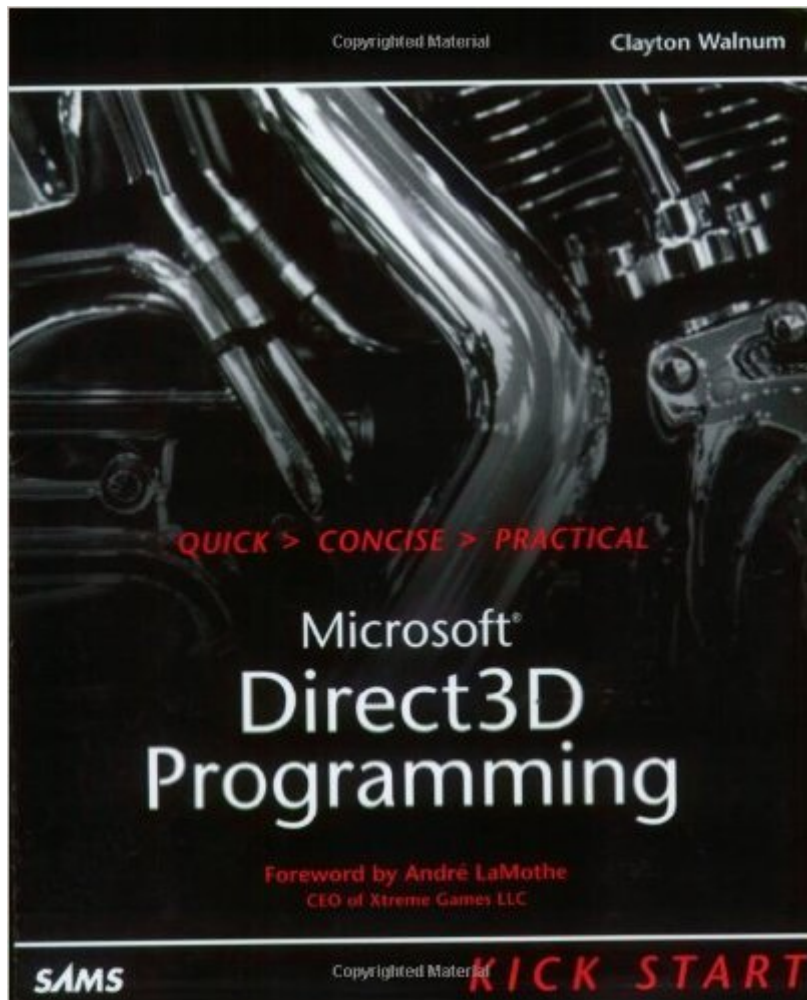


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Direct3D Programming Kick Start



Synopsis

DirectX 9, a brand-new version of Microsoft's multimedia libraries, features the latest 3D graphics technology in the form of Direct3D 9. Direct3D Programming will cover everything a C++ programmer needs to know in order to use Direct3D 9 to create interactive 3D worlds. The book begins with an overview of basic Windows and 3D programming techniques and works its way through the library, starting with getting Direct3D up-and-running all the way to more advanced topics such as textures, lighting, and fog. All concepts and programming techniques are demonstrated in example programs that the reader can build himself using detailed step-by-step instructions.

Book Information

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Customer Reviews

This book goes by fast. It spends just enough time explaining what's going on in the samples for you to be able to understand the ideas. Starts out with a basic empty window program and ends with a fairly basic 3D world. Nothing too advanced. Those with a good understanding of Direct3D already don't need this book. It maybe a good reference book though. I had to ding it a star because it tells you that you can download the code examples from the samspublishing.com website but the book isn't even listed there..*shrug*..it lists all of the other books in the Kick Start series though....*double shrug*

Based on the review from Gabriel Antonio Lepe Sosa below I bought this book because I was

looking for a good introduction to Direct3D with C#. Maybe I should have used the "Search inside" function or been more careful reading the release date of this book (2003) to realize it really doesn't use C# (and Managed DirectX) but C++. If you know C++ or how to port the code to C# this is a pleasant read because this book gives a good basic overview of the main parts and elements/techniques of Direct3D. If you didn't program in C++ before and/or you're looking for an introduction to Managed Direct3D, stay away from this book.

Only for beginners trust me... its Kick Start...

Honestly, this book contains all the content that any other freesource domain could have. But, I have to be honest... It tries to give DX9 a very interesting point of view, yet, scoring little. It begins by teaching you the basic things, but in a very dense journey (Lights, Camera Setup, Adapter specs, Etc.). The writer did a smart move by using C#. It really helps the book to be sold. I haven't seen any other book that Shows DX9 in C# (Except for a really crappy one at \$18). If you haven't ever programmed DX or OpenGL before, this book is a feast... Trust me, you won't regret it.

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