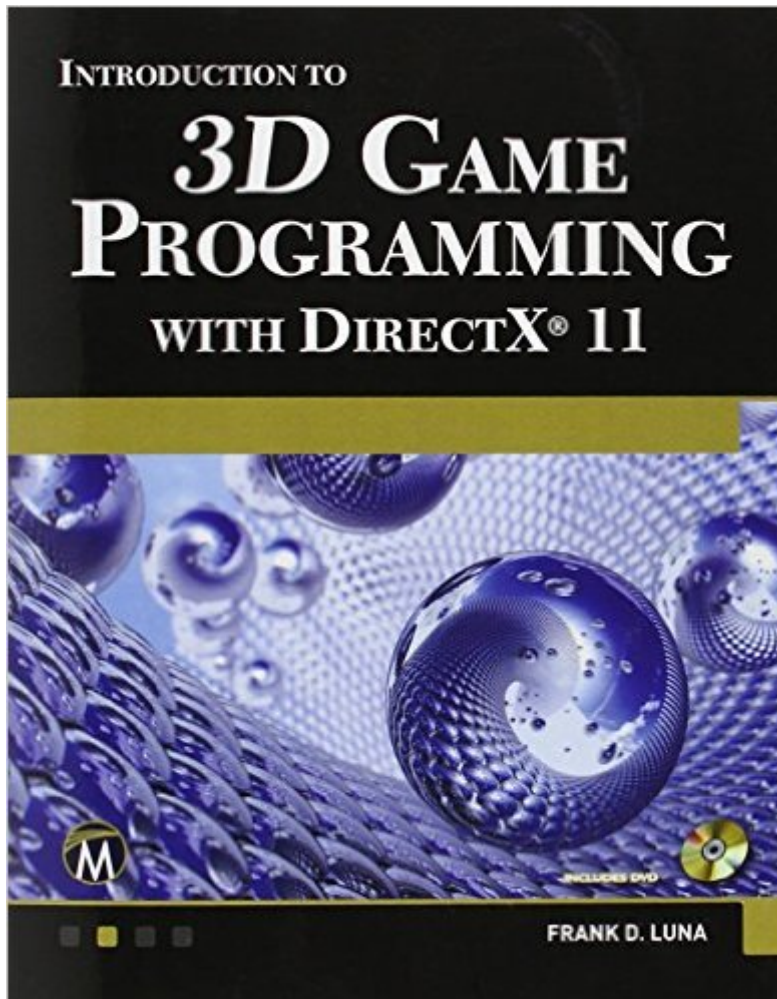


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# Introduction To 3D Game Programming With DirectX 11



## Synopsis

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.

## Book Information

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Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (58 customer reviews)

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## Customer Reviews

I want to start by first saying that before this book, I knew nada (nothing) about 3D Programming. With this book not only I have learned about 3d programming but also have learned about an API that lets me 3D program. I will not lie though, the book is not easy, but then again 3d programming is a difficult subject. Pros: \*Very detailed explanations on every subject. From the math to how a 3d object is represented by triangles goes into very detail. The author takes time to explain everything he considers relevant for a beginner to know and the other not so relevant stuff he points you on the right direction. Cons: \*I think the math involved with the camera code could be simplified a little more. I got very confused in this area and almost gave up on the whole book. Thank god I didn't though. \*In chapter 7 the author talks about deferred rendering and how this subject will be talked about in a later chapter, well, I'm on chapter 20 and have not seen one line referring back to this. I

doubt it he talks about it in the last 4 chapters since they do not focus on lighting.\*The author sometimes tries to make things a little too rigorous when they could be explained in much simpler terms. For example, the chapter on lighting could use less function graphs and charts and more to the point explanations. Granted that lighting isn't the easiest thing in the world.Pro or Con? You decide:\*I got the book in the beginning of May and I am just about to finish it. It takes sometime to read, depending on how much time you're dedicating to it of course.\*The format the author uses to load mesh objects onto directx did not sit well with me. But since this is my opinion I will let you be the judge of that.

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