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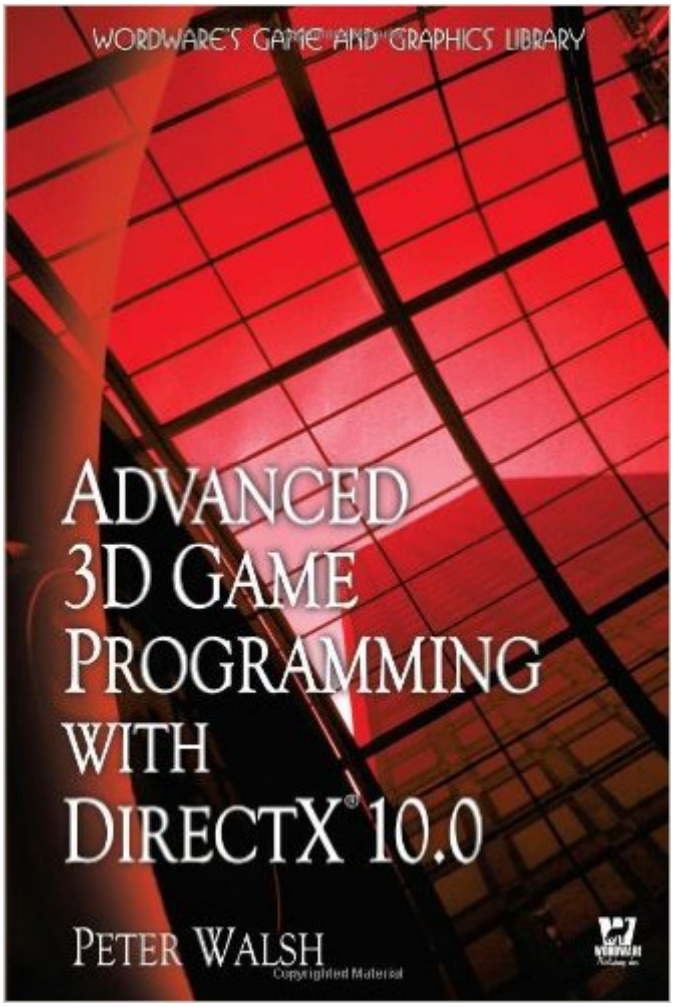

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Synopsis

Advanced 3D Game Programming with DirectX 10.0 provides a guide to developing cutting-edge games using DirectX 10.0. Beginning with the foundations of 3D math and the components of DirectX, programmers new to graphics and game programming will learn how to implement networking, collision detection, and multithreading. Full source code is provided for the examples and for the client/server networked 3D first-person game that brings together many of the techniques discussed in the book. Learn how to acquire input from the user through the keyboard and mouse; simulate intelligence using steering algorithms and motivation engines; render using HLSL shaders; use advanced 3D techniques such as forward and inverse kinematics, subdivision surfaces, and radiosity lighting; manage scenes via portal rendering.

Book Information

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Customer Reviews

So, the title of this book is "Advanced 3D Game Programming With DirectX 10.0", which seems to imply that the text is designed for intermediate/experienced programmers who want to up their skills to the next level. This book isn’t really "advanced" at all -- it’s an introductory DirectX/game programming book. So, keep that in mind if you’re looking to buy this.However, if you’re an experienced C++ programmer, but you’re a newbie to DirectX game programming, then this book is absolutely perfect. It covers DirectInput -- teaching you the fundamentals for programming input in your game in a very straightforward non-pretentious manner. Direct3D, typically daunting to

newbies, is given a very lucid, clear, and succinct treatment. Walsh also covers more advanced topics like scene management (in truth, he glosses over it, so you'll need to do additional reading elsewhere, but it's a good start...), pixel/vertex shaders, and several cool graphics techniques (pre-computed radiosity was especially cool).Walsh also covers the rudiments of network and sound programming, so your game will be "complete".I guess what I like most about this book is that while it's not too in-depth with regard to any topic, it goes over the basics of all necessary game programming topics, so that you can start writing basic games immediately (full games, mind you...not just a flyby through a room of cubes). It's a great fundamentals book that, if you read and understand fully, will allow you to transition relatively painlessly to more advanced books/techniques.While I was tempted to give this book 4 stars for the misleading title, I simply cannot find it within myself to give a book that is so good at what it does lesser than a 5.

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