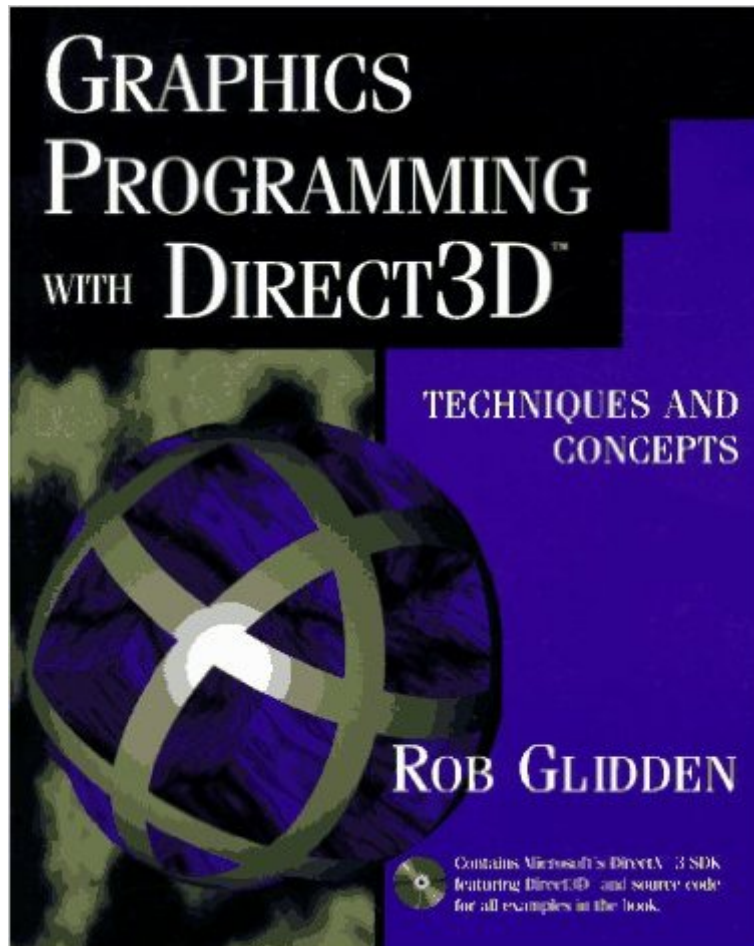


The book was found

Graphics Programming With Direct3D



Synopsis

This is a must-have guide for programmers interested in moving to 3D on the Windows platform. Graphics Programming with Direct3D is a tutorial and reference for developing 3D applications. Using Microsoft's emerging 3D standard, Direct3D, it shows how to build real-time 3D graphics applications and includes unique coverage of 3D behaviors, the hottest topics for graphics programmers.

Book Information

Paperback: 467 pages

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Average Customer Review: 2.8 out of 5 starsÂ Â See all reviewsÂ (4 customer reviews)

Best Sellers Rank: #5,142,508 in Books (See Top 100 in Books) #73 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX #10883 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Development #18321 inÂ Books > Computers & Technology > Graphics & Design

Customer Reviews

When I bought this book I was expecting a good guide to Direct3D to complement the other 5 I have sitting on my shelves. What I got instead was something entirely refreshing. It discusses techniques for actually applying 3D graphics to the real world, along with some little tips and tricks on Direct3D I wouldn't have realized elsewhere. Not for a DirectX beginner, but if you want more, check it out.

Well the book is ok but you can get better info some where else (black art of 3d programming, etc). It give basic intro nothing big, and all it does is complane about how the 3d industry is. I thought this book was on direct3d programming, but i thought wrong. No programming samples in the book, but basic intro into the RM and IM api. If you need a reference on functions just buy direct3d pro reference. If you are new to direct3d programming the directx documents gives you the same or probably more info than this book.

While the book's title states that it is about Direct3D, it really isn't. Quite a disappointing book in my opinion. It really doesn't discuss Direct3D and has zero examples to draw from. There seem to be better books on Direct3D that are either out now or coming out soon. I'd try my luck there

If you're looking for a book to jumpstart into the world of Direct X and 3D, this is not it!!! There's not a single piece of example code to be found anywhere... However, it does tell a lot about history and concepts about 3D graphics. Might be handy to have in your library. Still it's too expensive for what it is (luckily, I got it cheap... :) It's not something I would recommend if you want to start your 3D coding but if you know next to nothing about 3D graphics, it's good for theory and concept reference.

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