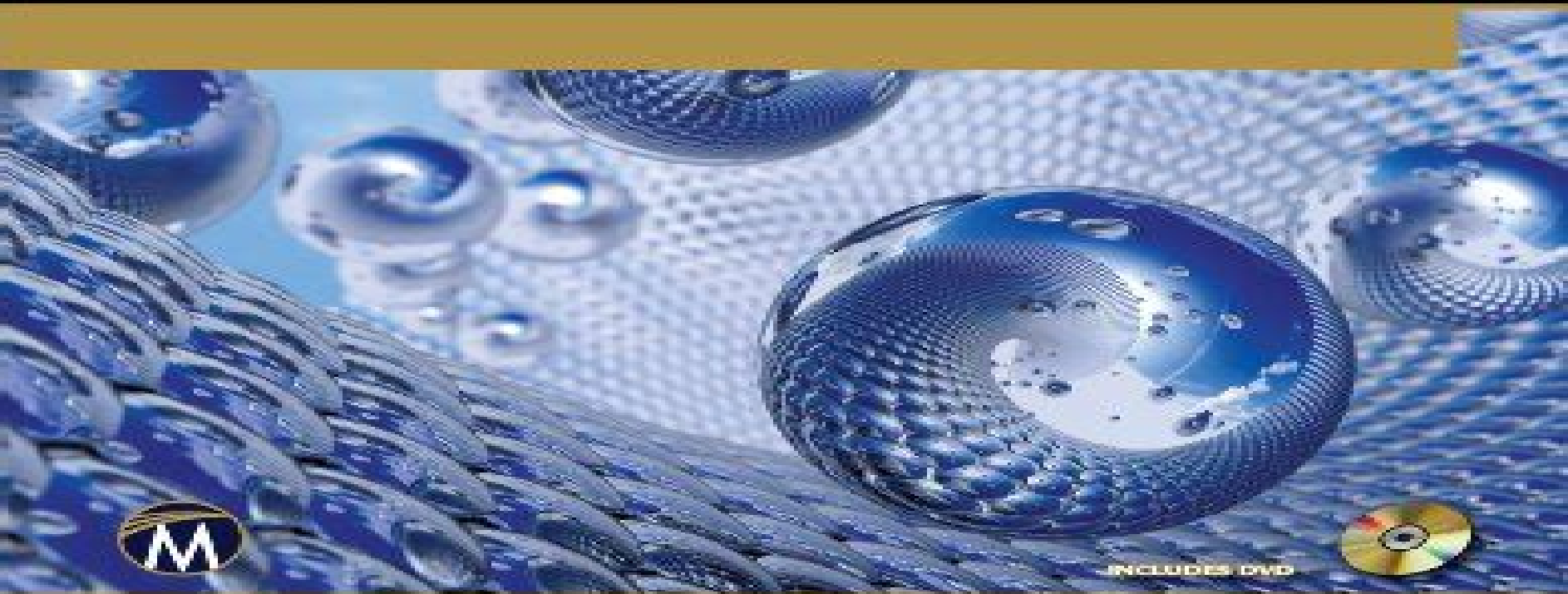


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computer graphics with an emphasis on game development using DirectX 10 The book is divided into three main parts Part I explores basic mathematical tools Part II shows how to implement fundamental tasks in Direct3D and Part III demonstrates a variety of techniques and special effects

BOOK JACKET *Machinery, Materials Science and Engineering Applications* Fei Lei, Qiang Xu, Guangde Zhang, 2017-03-31 This conference proceeding contains papers presented at the 6th International Conference on Machinery Materials Science and Engineering Applications MMSE 2016 held 28-30 October 2016 in Wuhan China The conference proceeding contributions cover a large number of topics both theoretical and applied including Material science Electrical Engineering and Automation Control Electronic Engineering Applied Mechanics Mechanical Engineering Aerospace Science and Technology Computer Science and Information technology and other related engineering topics MMSE provides a perfect platform for scientists and engineering researchers to exchange ideas build cooperative relationships and discuss the latest scientific achievements MMSE will be of interest for academics and professionals working in a wide range of industrial governmental and academic sectors including Material Science Electrical and Electronic Engineering Information Technology and Telecommunications Civil Engineering Energy Production Manufacturing Mechanical Engineering Nuclear Engineering Transportation and Aerospace Science and Technology

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*Tricks of the 3D Game Programming Gurus* André LaMothe, 2003 Today is the greatest time in history to be in the game business We now have the technology to create games that look real Sony's Playstation II XBOX and Game Cube are cool But all this technology isn't easy or trivial to understand it takes really hard work and lots of Red Bull The difficulty level of game programming has definitely been cranked up these days in relation to the skill set needed to make games Andre LaMothe's follow up book to *Tricks of the Windows Game Programming Gurus* is the one to read for the latest in 3D game programming When readers are finished with *Tricks of the 3D Game Programming Gurus* *Advanced 3D Graphics and Rasterization* they will be able to create a full 3D texture mapped lit video game for the PC with a software rasterizer they can write themselves Moreover they will understand the underlying principles of 3D graphics and be able to better understand and utilize 3D hardware today and in the future

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installed Finally a book for complete beginners who want to learn to write games      **Tricks of the Windows Game Programming Gurus** André LaMothe,1999 Bestselling author LaMothe takes game programmers to the next level of programming teaching latest techniques and tools DirectX 3D acceleration Artificial Intelligence and explains in detail 3D algorithms including texture mapping and lighting CD contains source code and executable for quake level engine and all the source code and executables for the C C demos and examples in the book      **Advanced 3D Game Programming with DirectX 10.0** Peter Walsh,2010-11-30 Advanced 3D Game Programming with DirectX 10 0 provides a guide to developing cutting edge games using DirectX 10 0 Important Notice The digital edition of this book is missing some of the images or content found in the physical edition      DirectX 11. 1 Game Programming Pooya Eimandar,2013 Written in step by step tutorial format we will explore the creation of 3D applications and games through the development of a Windows 8 metro style game DirectX 11 1 Game Programming Written for developers with knowledge of C essentials and 3D mathematics who would want to create metro style game on the Windows 8 platform DirectX 11 1 Game Programming explores Direct3D 11 1 and Microsoft C component extensions along with introducing C accelerated massive parallelism

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