



# Introduction to 3D Game Programming with DirectX 10

*Frank Luna*

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## **Introduction to 3D Game Programming with DirectX 10** Frank Luna

Introduction to 3D Game Programming with DirectX 10 provides an introduction to programming interactive 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 DirectX3D, and Part III demonstrates a variety of techniques and special effects. With this book understand how vectors, matrices, and transformations are used in the creation of computer games; discover how to implement lighting, texture mapping, blending, and stenciling to increase the realism of your scenes; explore techniques for creating special effects, including terrain rendering, shadow mapping, particle systems, and reflections; learn about new DirectX 10 features such as geometry shaders, the stream out pipeline stage, texture arrays, and primitive IDs; test your knowledge and programming skills with the end-of-chapter exercises.

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