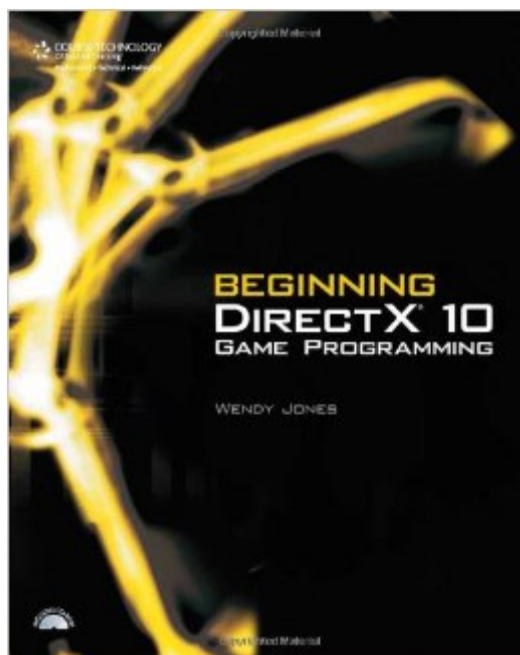# Beginning DirectX 10 Game Programming

Synopsis

Discover the exciting world of game programming and 3D graphics creation using DirectX 10! "Beginning DirectX 10 Game Progmramming" is an introductory guide to creating fantastic graphics, amazing creatures, and realistic worlds for games. Written specifically for the beginner programmer, the book uses step-by-step instructions to teach the basics of DirectX 10, introducing skills that can be applied to creating games for both PC and game console platforms. You'll start by learning how to install the DirectX SDK and how to get your first application up and running. From there you'll be introduced to the 2D and 3D graphics components of DirectX allowing you to draw animated sprites and create 3D objects. Put your new skills to the test with a final, hands-on project that shows how to bring together everything you've learned. If you have a basic knowledge of C++ and 3D math concepts then you are ready to learn how to program amazing 3D game graphics with "Beginning DirectX 10!"

Book Information

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Customer Reviews

This is a very light introduction to DirectX10, especially to direct3d 10. Beginners should feel very comfortable with this book. The text, most of the time, is clear and the examples are very simple. The math and math explanations involved are kept to a minimum.The book delivers what it promises and should be taken as a base for further readings.

It truly is an introduction into D3D10. Tells you exactly how to get started. If your new to dX, this is

actually a great book to start. She does a great job in telling you how things work and the way they do. Now i am not saying it will always be great and will always be easy to learn. If your not great at C++ then this book still is fine. It does not use advanced concepts. It just plainly does a great job in what it says."BEGINNING DIRECTX 10"

Great textbook for any beginner DirectX programmer!- Text is a big Improvement from author Wendy Jones previous textbook (Beginning DirectX 9 Game Programming, ISBN 10: 1-59863-361-9, ISBN13: 987-1-59863-361-0, Library of Congress Control Number: 2006909688).Topics discussed:- 2D & 3D Video Game Programming- The Graphics Pipeline- The Component Object Model- How to: Add Windows Code to DirectX 10- How to: Add DirectX 10 libraries to newly created or existing projects from with a development suites property pages.- 3D Primer- Fundamental Game Programming Mathematics (Left-Hand Coordinate System, Right-hand Coordinate System, Vectors, Dot Product, Cross-Product, Matrices (Transformations, Translations, Scaling,and Rotating)).- Meshes- Geometry Shaders and Effects- Point sprites- Timers- Particle Effects (Smoke, Fog, Pyrotechnics)- How to Use: DirectInput, DirectSound, Xinput API[Perks]1 CD ROM with relevant examples

Already being a programmer, but not familier with DX10, I was able to read the entire book cover to cover in a single Saturday. Wendy did a great job writing simple and concise explanations for the DX10 architecture, from basic rendering pipeline and transforms, all the way to a fun procedurally generated mesh. An easy read. I had a demo landscape and camera coded up in a few hours. Wendy (thankfully) didn't bog down into the math behind everything, and instead just told me what I needed to know to get up and running. Highly recommended!

From my experience, anyone who wants to begin programming directx applications must start with book. I tried a few other books on directx and never got the head-start I wanted until I read this book.

It is a good book for anyone interested in learning the basics of graphic programming. It is also a good basic introduction to DX10. There are a lot of things not cover however as a basic book it good.The examples do compile properly so that is a plus.

What is DirectX in Windows: This eBook explains what DirectX is and the utility that manages

DirectX in the Windows environment. (PC Technology 9) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Beginning DirectX 11 Game Programming Beginning DirectX 10 Game Programming Real-Time 3D Rendering with DirectX and HLSL (Book) and DirectX Essentials LiveLessons (Video Training) Bundle Introduction To 3D Game Programming With Directx 9.0 (Wordware Game and Graphics Library) Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach (Wordware Game and Graphics Library) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Real-Time 3D Rendering with DirectX and HLSL: A Practical Guide to Graphics Programming (Game Design) Introduction to 3D Game Programming with DirectX 10 Programming a Multiplayer FPS in DirectX (Game Development Series) Managed DirectX 9 Kick Start: Graphics and Game Programming Ultimate Game Programming with DirectX Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding)