DirectX 9.0 3D game development programming foundation(Chinese Edition)

By MEI Frank D.Luna

paperback. Book Condition: New. Paperback. Pub Date: 2007 Pages: 373 Publisher: Tsinghua University Press book describes how to use DirectX 9.0 for developing interactive 3D graphics applications. with emphasis on game development. The book first introduces the mathematical tools necessary. and then to explain the concept of the 3D. Other topics cover almost all the basic operations in Direct3D such as primitive drawing. light. texture. Alpha integration. template. and how to use Direct3D game technology. The chapters intro.

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