Introduction to 3D game programming with DirectX 10

Wordware Pub., Inc. - Advanced 3D Game Programming with DirectX 10.0 [Book]

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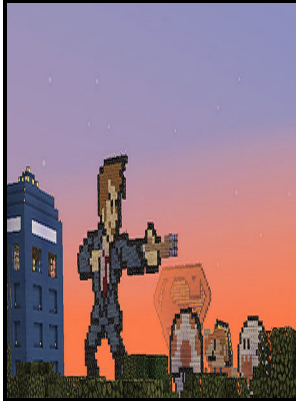Three-dimensional display systems
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Notes: Includes bibliographical references and index.
This edition was published in 2008

Filesize: 59.66 MB

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