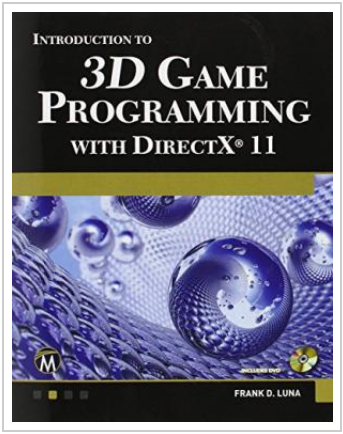

Introduction to 3D Game Programming with DirectX 11

By Frank Luna

Mercury Learning & Information. Paperback. Book Condition: New. Paperback. 864 pages. Dimensions: 8.9in. x 7.0in. x 2.0in.This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. Brief Table of Contents: 1 Part I Mathematical Prerequisites. Vector Algebra. Matrix Algebra. Transformations. Part II Direct3D Foundations. Direct3D Initialization. The Rendering Pipeline. Lighting. Texturing. Blending. Stenciling. The Geometry Shader. The Hardware Tessellation Shaders. The Compute Shader. Part III Direct3D Topics. Ambient Occlusion. Cube Mapping. Normal Mapping. Shadow Mapping. Cascaded Shadow Maps. Meshes. Quaternions. Character Animation. Picking. Volume Rendering. Terrain Rendering. Atmospheric Scattering and Cloud Rendering. Particle Systems and Stream Output. Appendices. Introduction to Windows Programming. High-Level Shading Language Reference. Some Analytic Geometry This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.

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