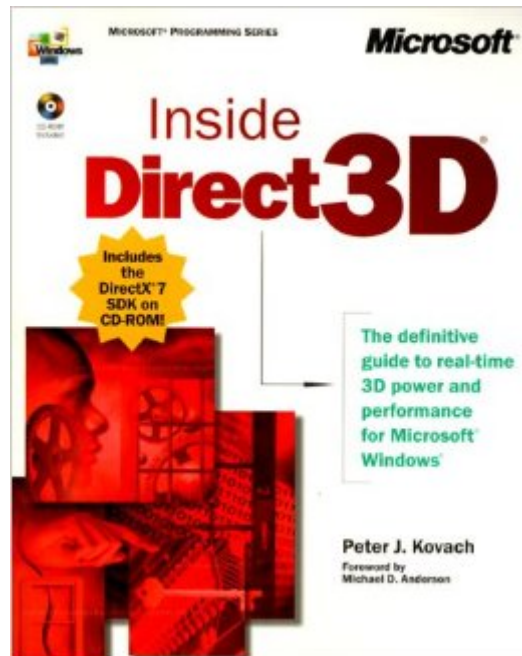


The book was found

Inside Direct3D (Dv-Mps Inside)



Synopsis

As Windows® becomes a widely accepted platform for popular games, its 3D class libraries continue to gain in popularity with developers. *INSIDE DIRECT3D®* provides the lowdown on Direct3D from a respected writer with solid connections inside the Microsoft Direct3D development group. Last year he wrote *INSIDE DIRECTX®*, which included coverage of Direct3D Retain Mode. Here he writes exclusively about Direct3D Immediate Mode. This title is a long-awaited, well-paced walk through the Direct3D APIs, with emphasis on a few large code samples. It includes the Direct3D 6.0 SDK. It's ideal for games programmers who need to learn about this technology, and also for non-game programmers who want to add real-time 3D effects and navigation to a Windows application UI.

Book Information

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Customer Reviews

First of all, let me say up front that this book is *far* better than the author's previous Direct3D work, entitled "The Awesome Power of DirectX/Direct3D". Anyone interested in why I would mention this should look at the customer reviews for that title. I just want to make sure no one who gave up on the earlier book is scared off from this one just because the author is the same. Whether the improvement is due to Kovach's having more time to complete this one or because of better editing from the Microsoft press folks I don't know, but suffice it to say that this one stands far above the earlier work. What also makes this book a definite improvement is the fact that it's the first one in the

market to deal with Direct3D Immediate Mode. The coverage of Immediate Mode is fairly detailed, although sometimes the author doesn't explain his code snippets in enough depth, leaving the reader to try and figure out what's going on. It's not done to an unforgivable extent, but it can be annoying at times. If you're new to Windows programming in general, or unfamiliar with 3D concepts and basic linear algebra, you'll also need a companion book to really understand some of the discussions, because the goal of this work is to demonstrate how to use Direct3D's API to create interesting programs. It's not that the author ignores beginning users, but his goal is to focus on what Direct3D (and friends) can do for your programs, and 450 pages only gives you so much room to work with. His coverage of Direct3D topics is pretty comprehensive, with texturing, stenciling, T&L issues and others all getting a fair shake. He also includes some interesting software which will allow users to load Quake2 and 3D studio models into your programs.

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