

Beginning DirectX 11 Game Programming

Introduction to Computer Game Programming with DirectX 8.0
 Professional XNA Game Programming
 Introduction to Game Programming with C++
 Unreal Development Kit Game Programming with Unrealscript
 Game Graphics Programming
 Game Programming Algorithms and Techniques
 Beginning Game Programming
 Developing 2D Games with Unity
 Independent Game Programming with C#
 Design and Implementation
 Introduction to 3D Game Programming with DirectX 12
 Programming 2D Games
 Game Programming for Teens
 Beginning Mobile Phone Game Programming
 Introduction to 3D Game Programming with DirectX 12
 A Step-by-step Guide
 Beginning DirectX 11 Game Programming
 Introduction to 3D Game Programming with DirectX 11
 Beginning .NET Game Programming in VB .NET
 Beginning C# Game Programming
 Real-Time Rendering
 Game Coding Complete
 Beginning C++ Game Programming
 Direct3D Rendering Cookbook
 Game Programming in C++
 Introduction to 3D Game Programming
 Introduction to 3D game programming with DirectX 9.0
 Beginning Android 4 Games Development
 Introduction to 3d Game Programming With DirectX 11
 Game Engine Design and Implementation
 A Practical Guide to Graphics Programming
 For Xbox 360 and Windows
 Real-Time 3D Rendering with DirectX and HLSL
 Game Development with Unity
 Beginner's Guide
 Hlsl Development Cookbook
 Tricks of the Windows Game Programming Gurus
 Core Techniques and Algorithms in Game Programming
 Beginning Game Programming, Fourth Edition
 Creating 3D Games

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RHYS LEWIS

Introduction to Computer Game Programming with DirectX 8.0 Packt Publishing Ltd

Introduces game programming for Windows using Visual Studio 2013 and DirectX.

Professional XNA Game Programming Apress

You haven't experienced the full potential of Xbox 360 or Windows until you've created your own homebrewed games for these innovative systems. With Microsoft's new XNA Framework, the only thing limiting you is your imagination. Now professional game developer and Microsoft DirectX MVP Benjamin Nitschke shows you how to take advantage of the XNA Game Studio Express tools and libraries in order to build cutting-edge games. Whether you want to explore new worlds or speed down a city block in a souped up dragster, this book will get you up and running quickly. You'll learn how to implement 3D models, generate huge landscapes, map cool-looking shaders to your 3D objects, and much more. Nitschke also steps you through the development of your first fully

functional racing game. You'll then be able to apply this information as you write your own XNA cross-platform games. What you will learn from this book
 Tricks for managing the game engine and user interface
 How to program an old school shooter game and space adventure
 Tips for improving racing game logic and expanding your game ideas
 Methods for integrating amazing visual effects using advanced shader techniques
 Steps for adding sound and music with XACT-bringing your game to life
 How to fine-tune and debug your game for optimal performance
 Who this book is for
 This book is for anyone who wants to write their own games for the Xbox 360 or Windows platforms. You should have some experience coding with C# or a similar .NET language. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

Introduction to Game Programming with C++ CreateSpace

Direct3D 11 offers such a wealth of capabilities that users can sometimes get lost in the details of

specific APIs and their implementation. While there is a great deal of low-level information available about how each API function should be used, there is little documentation that shows how best to leverage these capabilities. Written by active me

Unreal Development Kit Game Programming with Unrealscript Apress

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews
 Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008

Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

[Game Graphics Programming](#) Mercury Learning and Information

Do you love video games? Ever wondered if you could create one of your own, with all the bells and whistles? It's not as complicated as you'd think, and you don't need to be a math whiz or a programming genius to do it. In fact, everything you need to create your first game, "Invasion of the Slugwroths," is included in this book and CD-ROM. Author David Conger starts at square one, introducing the tools of the trade and all the basic concepts for getting started programming with C++, the language that powers most current commercial games. Plus, he's put a wealth of top-notch (and free) tools on the CD-ROM, including the Dev-C++ compiler, linker, and debugger--and his own LlamaWorks2D game engine. Step-by-step instructions and ample illustrations take you through game program structure, integrating sound and music into games, floating-point math, C++ arrays, and much more. Using the sample programs and the source code to run them, you can follow along as you learn. Bio: David Conger has been programming professionally for over 23 years. Along with countless custom business applications, he has written several PC and online games. Conger also worked on graphics firmware for military aircraft, and taught computer science at the university level for four years. Conger has written numerous books on C, C++, and other computer-related topics. He lives in western Washington State and has also published a collection of Indian folk tales.

[Game Programming Algorithms and Techniques](#) Pearson Education

Are you ready to try your hand at programming games using C#? "Beginning C# Game Programming" is your ideal introductory guide designed to jumpstart your experience with C# and DirectX 9. It includes the fundamental topics you'll need to know and covers additional topics that you'll find helpful along the way. Begin with a comprehensive look at programming with C# from the basics of classes to advanced topics such as polymorphism and abstraction. Then its on to DirectX 9 as you learn how to create a basic framework and a DirectX3D device. You'll also cover DirectXSound and DirectXInput. Put your newfound knowledge to the test as you program a complete game!

[Beginning Game Programming](#) Packt Publishing Ltd

Introduction to 3D Game Programming with DirectX 11 Mercury Learning and Information

[Developing 2D Games with Unity](#) Muska/Lipman

This is a practical hands-on book with clear instructions and lot of code examples. It takes a simple approach, guiding you through different architectural topics using realistic sample projects.

[Independent Game Programming with C#](#) Jones & Bartlett Publishers

Build several fully functional games as well as a game engine to use for programming cell phone and mobile games with Beginning Mobile Phone Game Programming! The included CD provides the tool, code and graphics necessary to complete all exercises covered in the chapters. Beginning Cell Phone Game Programming demystifies wireless game programming by providing clear, practical lessons using the J2ME Game API. You will learn how to use the most popular mobile programming language, Java, to build compact games that can run on any Java-enabled device, including mobile phones, pagers and handheld computers. You will also learn to add a splash screen, create a demo mode, keep track of high scores, and test, debug, and deploy your games. Topics covered include: How to construct a game engine to drive mobile games. How to use Java 2 Micro Edition (J2ME) and the Java Game API to get the most performance out of your mobile games. How to implement sprite animation and control interactions among moving sprites. How to play sound effects and music in mobile games. How to take advantage of wireless networks to build mobile multiplayer games. How to design and develop a variety of different games spanning several video games genres.

[Design and Implementation](#) John Wiley & Sons

This book provides would-be computer game programmers with the foundations of game programming using Microsoft Direct X 8.0 software, the leading development environment of computer games.

[Introduction to 3D Game Programming with DirectX 12](#) Apress

Introduction to Game Programming with C++ explores the world of game development with a focus on C++. This book begins with an explanation of the basics of mathematics as it relates to game programming, covers the fundamentals of C++, and describes a number of algorithms commonly used in games. In addition, it discusses several libraries that can help you manage graphics, add audio, and create installation software so you can get started on the path to making both 2D and 3D games. With this book understand the basics of programming in C++, including working with variables, constants, arrays, conditional statements, pointers, and functions; learn how to use the ClanLib library to make 2D games; discover how the OGRE graphics library can be used to implement particle systems and other effects in 3D games; find out how to integrate sound and music into your game.

[Programming 2D Games](#) Cengage Learning

Make your own games using DirectX 10 and C++ with Ultimate Game Programming with DirectX, Second Edition. Written for experienced programmers who want to learn DirectX 10 and how to apply it to game creation, this book goes in-depth with DirectX 10 and each of its subsystems. Every part of the game development process is covered and you'll apply your existing game-development skills to the new techniques and tools covered in the book. Beginning with an introduction to DirectX and DirectX3D, you'll work your way through graphical interfaces, animation paths, advanced lighting and shadows, various surfacemapping techniques, and even sound. One topic is covered per chapter and end-of-chapter questions help you practice and reinforce your new skills. Whether you're a current game development student or a professional developer, you'll find the information and techniques you need to gain a clear understanding of game programming with DirectX 10.

[Game Programming for Teens](#) Packt Publishing Ltd

Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.

[Beginning Mobile Phone Game Programming](#) CRC Press

Furnishes a valuable compilation of core techniques and algorithms used to code computer and video games, covering such topics as code design, data structures, design patterns, AI, scripting engines, network programming, 2D programming, 3D pipelines, and texture mapping and furnishing code samples in C++ and Open GL and DirectX APIs. Original. (Advanced)

[Introduction to 3D Game Programming with DirectX 12](#) Pearson Education

Beginning Android 4 Games Development offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? Beginning Android 4 Games Development will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

[A Step-by-step Guide](#) Jones & Bartlett Learning

This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in DirectX3D, and techniques and special effects. It shows how to use new DirectX12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware tessellation, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. FEATURES: * Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 * Uses new DirectX3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores * Contains detailed explanations of popular real-time game effects * Includes a DVD with source code and all the images (including 4-color) from the book * Learn advance rendering techniques

such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character animation * Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling * Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

[Beginning DirectX 11 Game Programming](#) Charles River Media

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 DirectX3D, and techniques and special effects. It includes new DirectX11 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. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

[Introduction to 3D Game Programming with DirectX 11](#) Mercury Learning and Information

This is a practical cookbook that dives into the various methods of programming graphics with a focus on games. It is a perfect package of all the innovative and up-to-date 3D rendering techniques supported by numerous illustrations, strong sample code, and concise explanations. DirectX3D Rendering Cookbook is for C# .NET developers who want to learn the advanced rendering techniques made possible with DirectX 11.2. It is expected that the reader has at least a cursory knowledge of graphics programming, and although some knowledge of DirectX3D 10+ is helpful, it is not necessary. An understanding of vector and matrix algebra is required.

[Beginning .NET Game Programming in VB .NET](#) Addison-Wesley Professional

Get to grips with programming techniques and game development using C++ libraries and Visual Studio 2019 Key Features Learn game development and C++ with a fun, example-driven approach Build clones of popular games such as Timberman, Zombie Survival Shooter, a co-op puzzle platformer, and Space Invaders Discover tips to expand your finished games by thinking critically, technically, and creatively Book Description The second edition of Beginning C++ Game Programming is updated and improved to include the latest features of Visual Studio 2019, SFML, and modern C++ programming techniques. With this book, you'll get a fun introduction to game programming by building five fully playable games of increasing complexity. You'll learn to build clones of popular games such as Timberman, Pong, a Zombie survival shooter, a coop puzzle platformer and Space Invaders. The book starts by covering the basics of programming. You'll study key C++ topics, such as object-oriented programming (OOP) and C++ pointers, and get acquainted with the Standard Template Library (STL). The book helps you learn about collision detection techniques and game physics by building a Pong game. As you build games, you'll also learn exciting game programming concepts such as particle effects, directional sound (spatialization), OpenGL programmable shaders, spawning objects, and much more. Finally, you'll explore game design patterns to enhance your C++ game programming skills. By the end of the book, you'll have gained the knowledge you need to build your own games with exciting features from scratch What you will learn Set up your game development project in Visual Studio 2019 and explore C++ libraries such as SFML Explore C++ OOP by building a Pong game Understand core game concepts such as game animation, game physics, collision detection, scorekeeping, and game sound Use classes, inheritance, and references to spawn and control thousands of enemies and shoot rapid-fire machine guns Add advanced features to your game using pointers, references, and the STL Scale and reuse your game code by learning modern game programming design patterns Who this book is for This book is perfect for you if you have no C++ programming knowledge, you need a beginner-level refresher course, or you want to learn how to build games or just use games as an engaging way to learn C++. Whether you aspire to publish a game (perhaps on Steam) or just want to impress friends with your creations, you'll find this book useful.

[Beginning C# Game Programming](#) Cengage Learning

This completely updated fourth edition of the popular BEGINNING GAME PROGRAMMING will introduce you to the fascinating world of game programming for Windows using Visual Studio 2012 and DirectX 11. The book requires only a basic understanding of the C++ language and provides a solid introduction to DirectX 11 programming. You'll learn the basics of making sprite-based games without getting bogged down in complex 3D rendering. The instruction is step-by-step, building as you go. Even if you're new to the subject, you will be able to follow along, learning how to take your game ideas from concept to reality using today's standard professional game-creation tools.

At the end of the book, you will put your new skills to use creating your own complete, fully functional game. Get started in game programming today, with BEGINNING GAME PROGRAMMING, FOURTH EDITION.