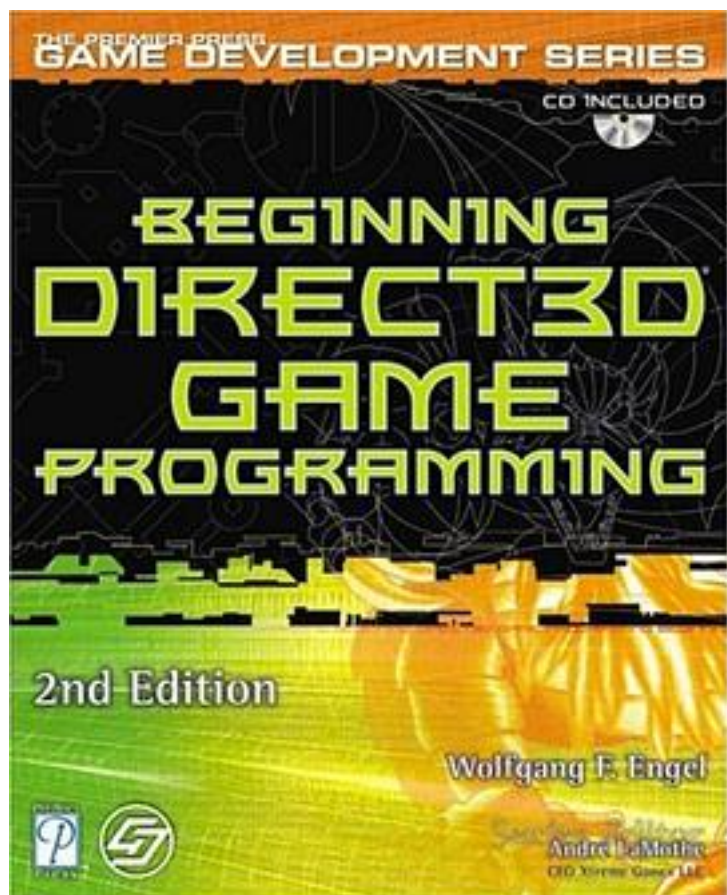


Beginning Direct3D Game Programming, Second Edition



[Beginning Direct3D Game Programming, Second Edition 下载链接1](#)

著者:Wolfgang Engel

出版者:Muska & Lipman/Premier-Trade

出版时间:2003-6-12

装帧:Paperback

isbn:9781931841399

作者介绍:

Wolfgang Engel is CEO of SoftGroup GmbH and SoftGroup Plska, which offer IT and game development services. These companies produce 3D animations for marketing and advertising activities. Wolfgang holds lectures and workshops on Direct3D programming worldwide and writes tutorials on Direct3D which are presented at www.GameDev.net as well as his own Web site, www.directxgraphics.net. He is the author of "Beginning Direct3D Game Programming".

目录:

[Beginning Direct3D Game Programming, Second Edition_下载链接1_](#)

标签

游戏开发

d3d

DirectX

计算机

要学习的游戏开发（英）

英文版

游戏编程

放下

评论

书评