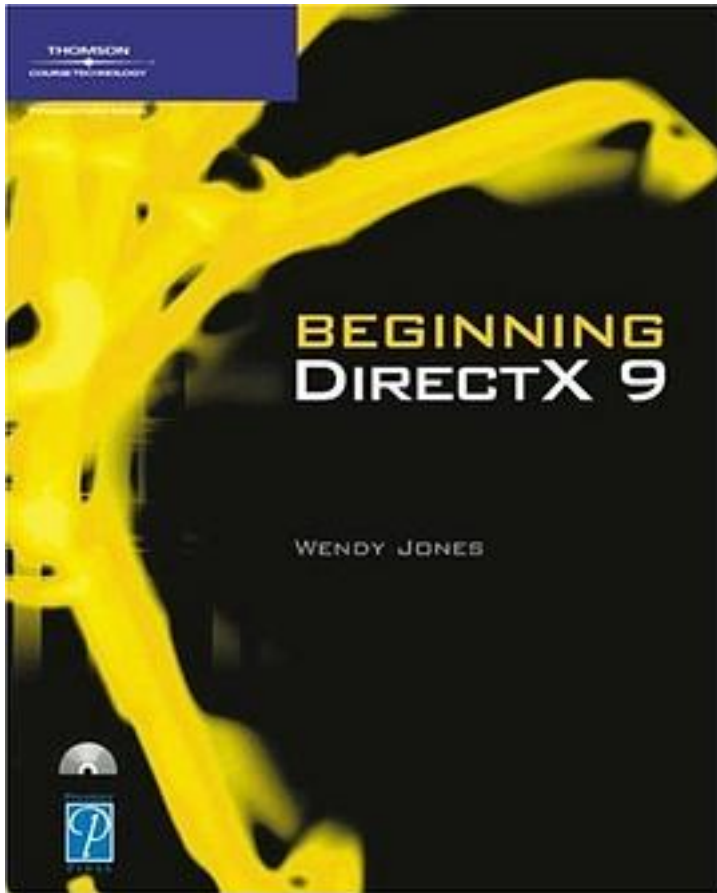


Beginning DirectX 9 (Game Development Series)



[Beginning DirectX 9 \(Game Development Series\) 下载链接1](#)

著者:Wendy Jones

出版者:Course Technology PTR

出版时间:2004-04-01

装帧:Paperback

isbn:9781592003495

Welcome to the exciting world of 3D graphics creation with DirectX 9! "Beginning DirectX® 9" is your introductory guide to creating realistic virtual worlds and characters for games. This true beginner's guide offers easy-to-follow instructions for getting your first DirectX program up and running. Then it's on to 3D concepts and Direct3D® as you

use DirectX 9 to begin designing and building your own 3D worlds. Expand your DirectX knowledge with an introduction to sound processing with DirectSound® and user input with DirectInput®. Wrap things up as you complete a comprehensive project that shows you how to apply each new concept. Bring amazing fantasy worlds to life with the power of DirectX 9!

作者介绍:

目录:

[Beginning DirectX 9 \(Game Development Series\) 下载链接1](#)

标签

directx

英文版

编程

游戏开发

游戏

评论

内容比较浅显入门，但有少许错误，许多地方没有深入去讲，建议看了龙书之后再来看这本书。

非常适合入门的一本书

[Beginning DirectX 9 \(Game Development Series\) 下载链接1](#)

书评

[Beginning DirectX 9 \(Game Development Series\) 下载链接1](#)