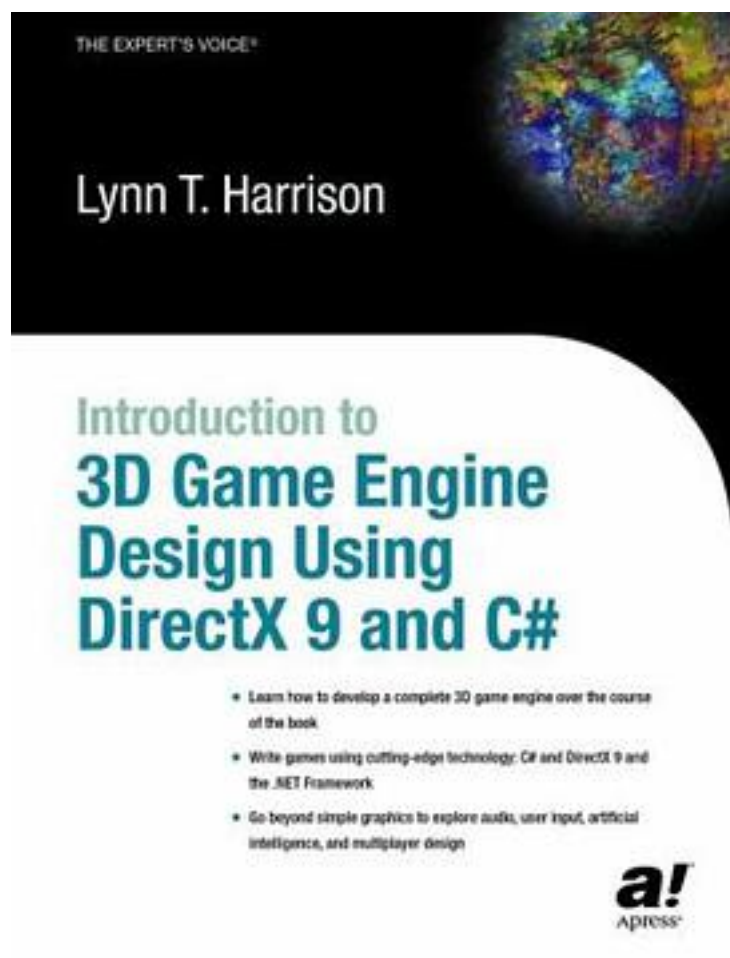


Introduction to 3D Game Engine Design Using DirectX 9 and C#



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Introduction to 3D Game Engine Design Using DirectX 9 and C# illustrates the process

of creating a simple 3D game engine. During this process, author Lynn Harrison demonstrates many facets of the DirectX 9 software through clear-cut explanations and examples. Throughout the course of the book, you'll develop an off-road driving game that brings such features as management of large scenes, environmental effects, and physics into play. To write the game, you'll use cutting-edge technologiesC# and DirectX, and the .NET Frameworkand you'll go beyond simple graphics to explore audio, user input, artificial intelligence, and multiplayer design.

作者介绍:

目录:

[Introduction to 3D Game Engine Design Using DirectX 9 and C# 下载链接1](#)

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