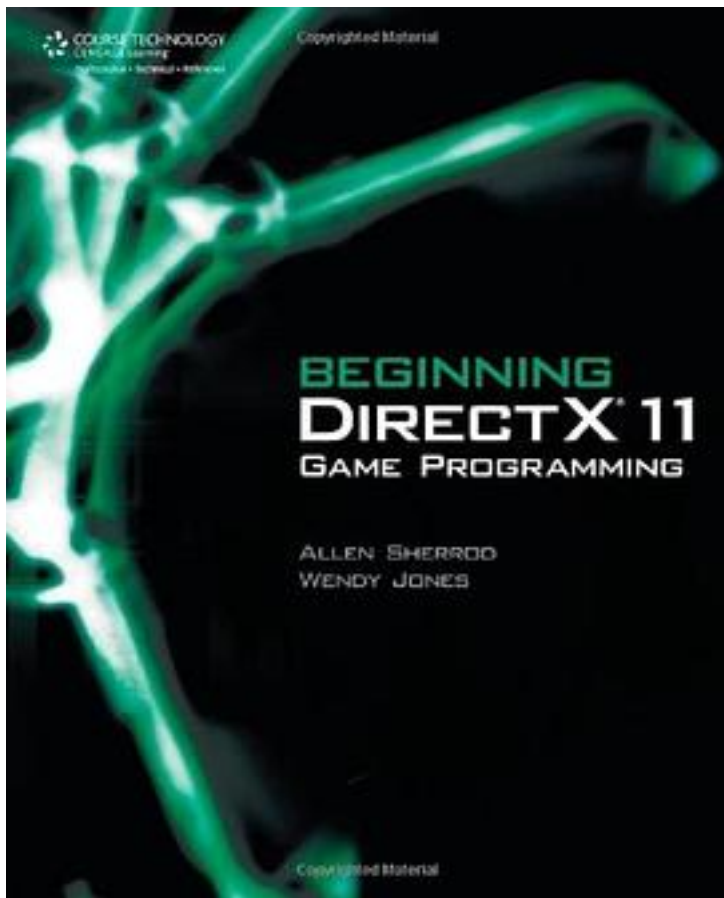# Beginning DirectX 11 Game Programming

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Discover the exciting world of game programming and 3D graphics creation using "DirectX 11"! "Beginning Directx 11 Game Programming" is an introductory guide to creating fantastic graphics, amazing creatures, and realistic worlds for games. Written specifically for the beginning programming student, this book uses step-by-step

instructions to teach the basics of DirectX 11, introducing skills that can be applied to creating games for both PC and game console platforms like the Xbox 360. Updated for all the newest DirectX technology, this book includes coverage of improved professional coding practices, an overview of the DirectX components and tools, sprites, text and font rendering, audio, shaders and effects, and much more.

作者介绍:

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标签

DX11

game

计算机图形学

DirectX

游戏开发

Graphics

程序设计

Programming

评论

这种入门书其实不用看，去看MSDN就好了……

讲真，300页的书代码一贴就小100页。。。

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书评

RT~ 略过下来了，有点流水账，缺乏足够的知识深入程度，
过于Basic的点上（Win32，Algebra，etc）花了过多的篇幅，然而肯定又是讲不完，讲
不好的，鸡肋了，略偏入门级的，就当手册书了~

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