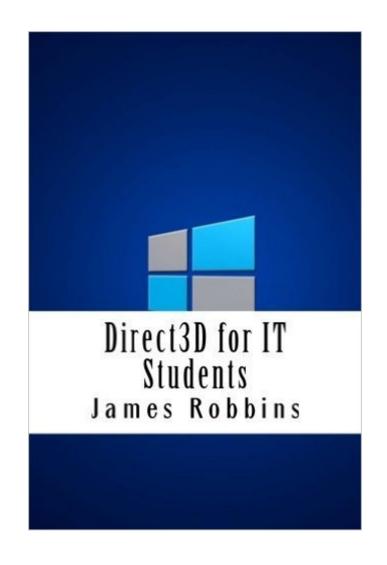
The book was found

# **Direct3D For IT Students**





## Synopsis

This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

## **Book Information**

Paperback: 146 pages Publisher: CreateSpace Independent Publishing Platform (May 3, 2016) Language: English ISBN-10: 1533040915 ISBN-13: 978-1533040916 Product Dimensions: 6 x 0.3 x 9 inches Shipping Weight: 9.8 ounces (View shipping rates and policies) Average Customer Review: Be the first to review this item Best Sellers Rank: #7,671,638 in Books (See Top 100 in Books) #88 in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX

### Download to continue reading...

Cutting-Edge Direct3D Programming: Everything You Need to Create Stunning 3D Applications with Direct3D Direct3D for Students Direct3D for IT Students Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) Programming an RTS Game with Direct3D Direct3D Rendering Cookbook Direct3D and 3D Engine Programming Practical Rendering and Computation with Direct3D 11 Character Animation With Direct3D Direct3D For Ladies Beginning Direct3D Game Programming w/CD (Prima Tech's Game Development) Inside Direct3D (Dv-Mps Inside) Graphics Programming with Direct3D The Zen of Direct3D Game Programming (Prima Tech's Game Development) Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) Advanced Visual Effects with Direct3D The Awesome Power of Direct3D/DirectX - The DirectX 7 Version Direct3D: Professional Reference The Direct3D Handbook Focus On 2D in Direct3D (Premier Press Game Development)

### <u>Dmca</u>