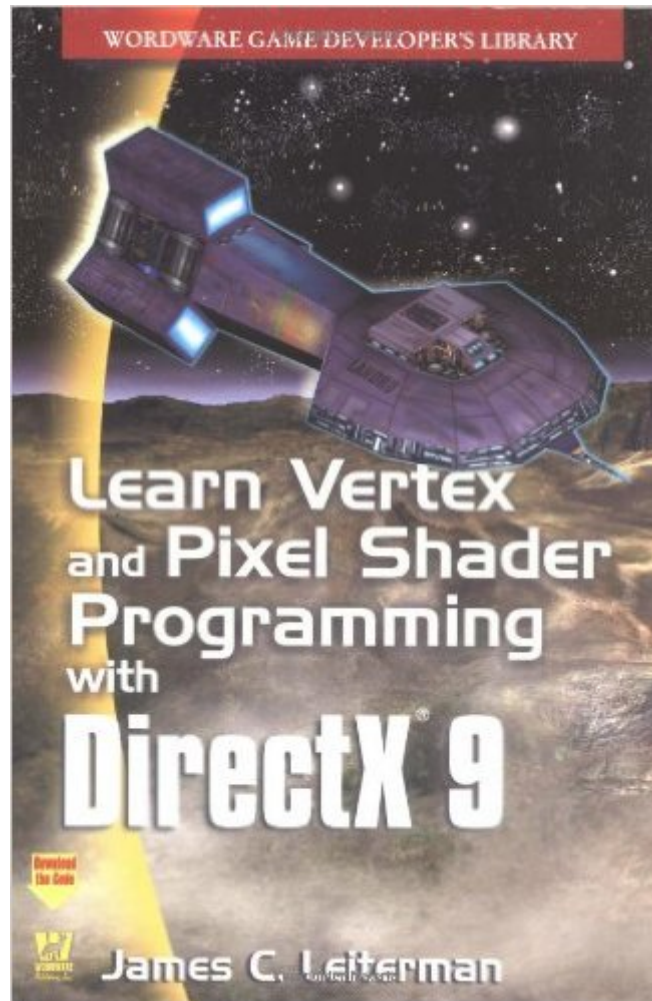


The book was found

Learn Vertex & Pixel Shader Programming With DirectX 9



Synopsis

This book covers all the fundamentals of programming vectors using SIMD methodology in conjunction with the Direct3D 9 application interfaces.

Book Information

Paperback: 400 pages

Publisher: Wordware Publishing, Inc. (January 25, 2004)

Language: English

ISBN-10: 1556222874

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Product Dimensions: 6 x 0.7 x 9 inches

Shipping Weight: 13.6 ounces

Average Customer Review: 3.0 out of 5 stars [See all reviews](#) (1 customer review)

Best Sellers Rank: #3,297,661 in Books (See Top 100 in Books) #51 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #4439 in [Books > Computers & Technology > Programming > Introductory & Beginning](#) #7281 in [Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games](#)

Customer Reviews

I was about to buy this book when I opened up the contents (by clicking on the cover image) and found in the first chapter that the author uses Cg which is pre-2003 shader technology (this book has a 2004 copyright). I don't want to learn Cg. Since there are no other reviews, I felt that posting this info here would be helpful to others. I recommend Engel's book *Programming Vertex and Pixel Shaders*, which also came out in 2004, but at least covers HLSL shader language. I apologize to the author for having to do this.

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