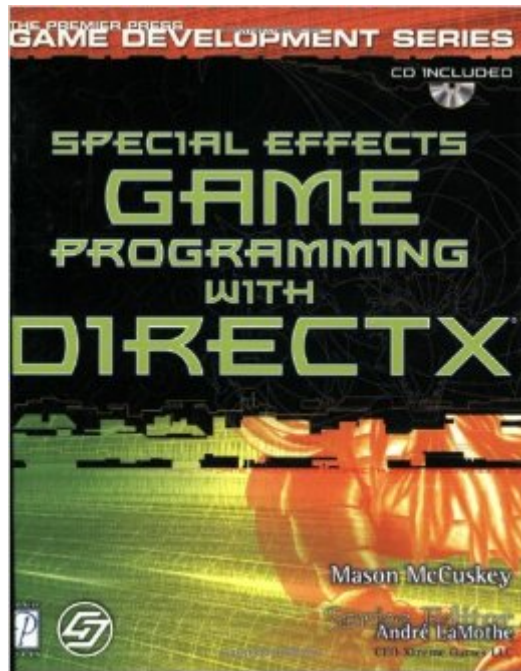# Special Effects Game Programming With DirectX W/CD (Premier Press Game Development (Software))

Synopsis

Ever look at a really cool effect in your favorite game and wonder "How in the world did they do that?" This book teaches you the skills that you need to create effects that are just as awesome as the ones that first amazed you. New to DirectX? Don't worry! There are plenty of tips that will bring you up to speed quickly. Already an experienced programmer? Get ready to create some amazing effects that will get people hooked on your game! An entire section on 2D special effects shows you how to use your 3D card for effects like transitions and image warping. If it's 3D effects that you're after, this book has everything that you need to create cool effects like explosions, water, and magic spells. "Special Effects Game Programming with DirectX" is the next step in transforming your game from an application to an experience.

Book Information

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Customer Reviews

I've been looking forward to this book for a long time now. I've attended several industry conferences with the author, and he's written numerous articles for our website, so I know him to be both an excellent game programmer and talented writer. I had high expectations for this book, and I'm happy to report that it not only lives up to them, it exceeds them.This book does two things very well: it provides first-rate coverage of DirectX, and it provides the most extensive coverage of special effects ever put in to a game programming book. I'm going to review each of these aspects of the book separately.The first half of this book is dedicated to covering the basics of Windows

programming, 3D math, and DirectX, and it makes the assumption that you're new to all of these areas. He covers all components of the DirectX API, including DirectAudio, DirectInput, DirectPlay, DirectShow, and of course, DirectGraphics (aka Direct3D), which is where the book really shines. Before this book, I had not encountered a single Direct3D book which I could recommend without reservation. He dedicates 5 hefty chapters to DirectGraphics, including two on texture mapping and one on pixel and vertex shaders (and that doesn't count the second half of the book which provides plenty of examples and advanced techniques). Simply put, this is without question the best book currently on the market from which to learn DirectX, and for that reason alone, it's earned a place at the top of my recommendations list.Note that even if you aren't new to DirectX, you'll probably find a lot of useful things in the first half of the book which are generally omitted from or glossed over in (most) other books, such as action mapping, DirectShow, and DirectPlay.

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