

## Advanced 3d Game Programming With Directx 100 Wordware Game And Graphics Library By Walsh Peter 2008 Paperback

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So, the title of this book is "Advanced 3D Game Programming With DirectX 10.0", which seems to imply that the text is designed for intermediate/experienced programmers who want to up their skills to the next level. This book isn't really "advanced" at all -- it's an introductory DirectX/game programming book.

### Amazon.com: Customer reviews: Advanced 3D Game Programming ...

Author is in it just to make money from the book. Not going to teach you the real thing. The book discusses everything about 3D game programming but fails to mention that there is this thing called a game engine which is the actual software you would use to make a real 3D game. Nobody writes 3D code line by line anymore. That would be suicide.

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Advanced 3D Game Programming with DirectX 10.0 provides a guide to developing cutting-edge games using DirectX 10.0. Beginning with the foundations of 3D math and the components of DirectX, programmers new to graphics and game programming will learn how to implement networking, collision detection, and multithreading.

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