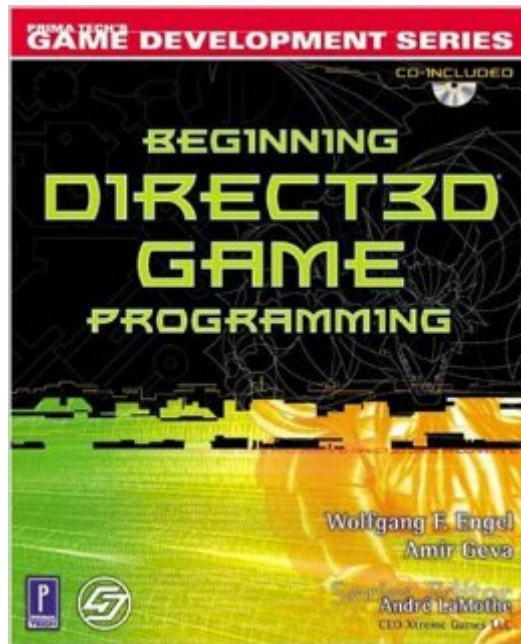


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# Beginning Direct3D Game Programming W/CD (Prima Tech's Game Development)



## Synopsis

Beginning Direct3D Game Programming covers all of the elements that are necessary to create a Direct3D game for your PC! You will learn the essentials of Direct3D game programming, including basic algorithms, texture mapping basics, 3D math, lighting, use of depth buffers, and much more! This book also covers the Transformation & Lighting Pipeline and how to use it to map texture object with different effects, as well as different file formats and how to integrate them into your game engines. You'll go from the basics to hardcore Direct3D game programming in a matter of pages!

## Book Information

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Average Customer Review: 3.5 out of 5 stars [See all reviews](#) (63 customer reviews)

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## Customer Reviews

Really, the title of my review says it all. Considering so many other people say it's a great book, it must have its merits but I sure can't see what they are. It's awfully written, it contains on average about one mistake per page, and I don't think it explains the concepts very well --on the contrary. It's incoherent, the index is awful (try looking up terms such as RGBA or RHW), and so is the printing. I strongly suggest you don't buy it based solely on its rating, as I did. Instead, browse through the book first and see if you like it. I wish I had done that...

I have mixed feelings about this book. On the one hand, I've been waiting for a long time for a decent Direct3D book to refer beginners to, and this is one of the best so far. On the other hand,

being the "best" among Direct3D books really isn't saying much, and this book is far from perfect. Overall, this book covers a lot of good material, including some of the more advanced aspects of DX8, and the code itself is pretty solid. Unfortunately, the explanations can be a little hard to understand, partially due to the fact that the author isn't a native English speaker (the chapters on physics and collision detection don't suffer this problem, though, being written by someone else), so you may find yourself having to reread things several times. I wouldn't recommend this book to anyone who doesn't have some game programming and DirectX knowledge, but I would recommend it for someone who wants to get up to speed on the latest version of D3D, especially if they have used a previous version of Direct3D - or even another 3D API - or if they are willing to put the effort into working through the chapters to dig out the (truly useful) information they contain.

This book is one of the most worthless titles ever to be released by a publishing company! Prima Tech editors should have seen it coming and scrapped this book before it ever hit the shelves. The book "Multiplayer Game Programming" by Todd Barren, a book designed to help you understand how to make multiplayer capable games, does a better job explaining DirectXGraphics (Direct3D8) than this trashy book does... This is a terrible waste of time. This book was reviewed by Game Developer Magazine, and explains a ton of mistakes, and complete inaccuracies...like: This book neglects to cover the most "revolutionary" features introduced in the DirectX8 SDK, vertex shaders and pixel shaders, but covers something as advanced as anisotropic reflection. So the shaders weren't left out because they were too complicated, who knows why they were left out! This book is littered with grammatical, technical, and formatting errors. Example: The exponents are left out of almost every equation in the book. Page 475 has 42 missing exponents. The reviewer also noted that the description of 3d rotation is just plain WRONG! Also this book contains an introduction to C++, not like many 3D programmers are going to need that. The entire physics chapter is only 8 pages long, and the first 2 of those 8 focus only on 3D math. The reviewer was obviously very unhappy with what he found in the book, just as I was. He gave it 1 out of 5 stars. Oh and by the way, the reviewer was Mark Deloura, a programmer who has worked with OpenGL and its predecessors for more than 10 years now, and very well known / respected. Heed mine and Mark Deloura's warning, don't buy this book!

After purchasing this book I was left rather disappointed. Being an experienced developer I was looking for a book with useful examples to help overcome the game programming entry barrier. This

book is nothing more than a simple Direct3D reference book with somewhat unconnected examples. The Zen of Direct3D Game Programming is a \*MUCH\* better book (read: 5 stars). A further thing to note is that after reviewing the chapter on Quake 3 models (md3) I embarked on a small project to render/animate these models. Unfortunately the book didn't cover the material in depth enough to do this (and was in fact incorrect with respect to the md3 format). I sent an email to Wolfgang asking for assistance. It's now been over 2 months and I haven't heard a word. I will not be buying any of this author's books in the future. Aaron Thomas.

I can't believe it. I've finally found a \*good\* book on Direct3D. I've read almost all of the other D3D books out there and 90% of them have...well...sucked. This one is a very nice exception to that rule. It discusses Direct3D. Not 150 pages on how to set up your window, how all of the math works, etc. It assumes you know most of that and dives right into the meat of Direct3D and how to make it do what you want it to do. I highly recommend this book if you already know the basics of 3D programming, understand the math of transformations, understand how Windows programming works, and you just want to apply all this to D3D. Good stuff...

This book has been enjoyable, but it was obviously published in a hurry--the author and editor should be ashamed. It reads like a rough draft--there are mistakes everywhere. Mistakes in the formulas, inconsistencies in the interfaces, and other glaring errors. Often times I was left re-reading a sentence multiple times, trying to discover the author's meaning. What's even more frustrating is that the author seems to skim over some subjects that require more explanation (the section about quaternions, for example). I was also left wishing that there was more sample code included with the book. The saddest part of all of this, is that even given the book's glaring mistakes, it is still one of the best books out there on the subject. However, I can still not justify the money spent on this book. I think the free information on the web (the DirectX documentation, MSDN, and the tutorials all over the web) is probably a better bet.

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