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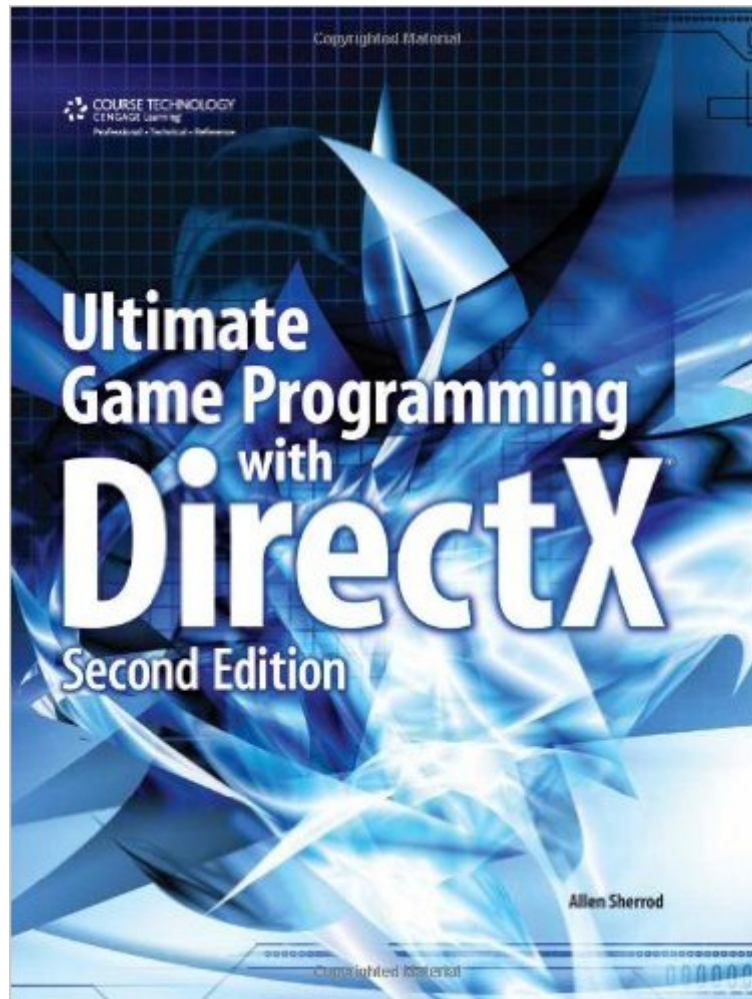
Ultimate Game Programming With DirectX

Synopsis

Make your own games using DirectX 10 and C++ with Ultimate Game Programming with DirectX, Second Edition. Written for experienced programmers who want to learn DirectX 10 and how to apply it to game creation, this book goes in-depth with DirectX 10 and each of its subsystems. Every part of the gamedevelopment process is covered and you'll apply your existing game-development skills to the new techniques and tools covered in the book. Beginning with an introduction to DirectX and Direct3D, you'll work your way through graphical interfaces, animation paths,advanced lighting and shadows,various surfacemapping techniques, and even sound. One topic is covered per chapter and end-of-chapter questions help you practice and reinforce your new skills.Whether you're a current gamedevelopment student or a professional developer, you'll find the information and techniques you need to gain a clear understanding of game programming with DirectX 10.

Book Information

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Customer Reviews

Just to establish my own credentials - I'm a game developer with 5 published titles under my belt including Master of Orion 3, Kohan 2, Axis & Allies, and two Zoo Tycoon 2 games.I was asked on very short notice to teach a Game Development class at a local college. So off I went to Borders to find a textbook. After some digging, this is what I picked out. The features that recommended it to me where that it included the source code, and over the course of the book it promised to build a fully functional game.Here's what I found instead:* I would guess from his terminology that the author has never worked at a game company. He just doesn't know the lingo - or he's worked

somewhere so remote from my own experience that his lingo is completely different. Also, based on the quality of his code and the quality of the resulting game, he wouldn't survive a second at any game company out there. He wouldn't make it past the phone interview. If you are considering a career in game development, do NOT follow this person's example or you won't even get in the door.* The code is the most horribly written I have ever seen. I would expect better out of anyone who has ever taken any sort of class on object oriented programming - or worked on any sort of project employing more than one person. The best way to describe it is poorly written C code written in C++. The spacing is non-standard. That variable names are horrible. For many of the programs, it's all in the main.cpp file. Global variables everywhere. Hardly any use of classes, and where they are used they are monolithic and poorly designed. Ugh.* The book is frequently innaccurate. It needs an errata list badly - but if there is one, I haven't been able to find it.

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