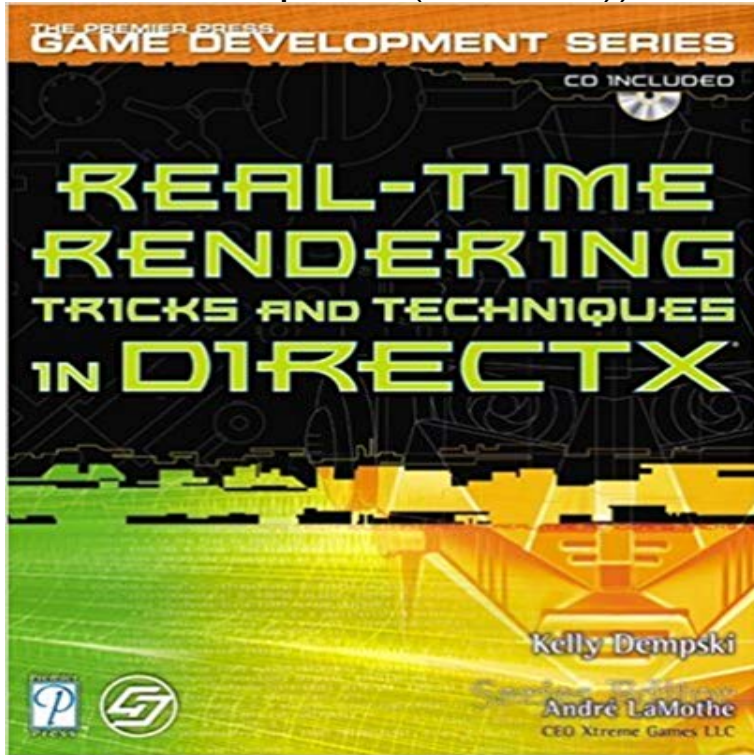


Real-Time Rendering Tricks and Techniques in DirectX (Premier Press Game Development (Software))



The last several years have seen some exciting advances in the field of real-time graphics. Starting slowly for beginning programmers, this book begins by reviewing recent 3D graphics developments and with an introduction to vectors, matrices, colors, and lighting. Then, its on to rendering graphics! Learn various vertex and pixel shader techniques, discover how to use video as a texture, and get the scoop on several techniques for picking objects in a scene. Whatever your level of programming expertise, let this book serve as your guide to mastering the possibilities of real-time programming.

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