3D graphics programming: using Direct3D 109 and OpenGL 2.0

By PENG GUO LUN

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Pages Number : 718 Publisher: Science Press Pub. Date :2009-05. book is a systematic and comprehensive introduction to Direct3D 9. Direct3D 10 and OpenGL 2.0 three-dimensional graphics programming. The contents of the book is divided into three parts. Chapter 1-10 of traditional fixed graphics and basic 3D graphics concepts processes. including coordinate conversion. animation and interaction. lighting. texture. mixed with the texture. dynamic map. Stencil Buffer and special effects processing and so on. Section 11-18 of Chapter Shader for the more advanced programming. including the use of HLSL and GLSL. Shader effects and debug Debug and so on. Chapter 19-20 is added teaching to introduce the graphics engine. Xbox360. PS3. GPGPU and other basic knowledge of linear algebra. for just getting started or have experience with 3D programming will be helpful to readers. CD-ROM. the book provides all the sample program s executable file. project files. and complete source code to allow readers to compile. debug the sample program. This book on 3D graphics programming for interested programmers. game developers. and visual simulation engineers and technicians. but also as...

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