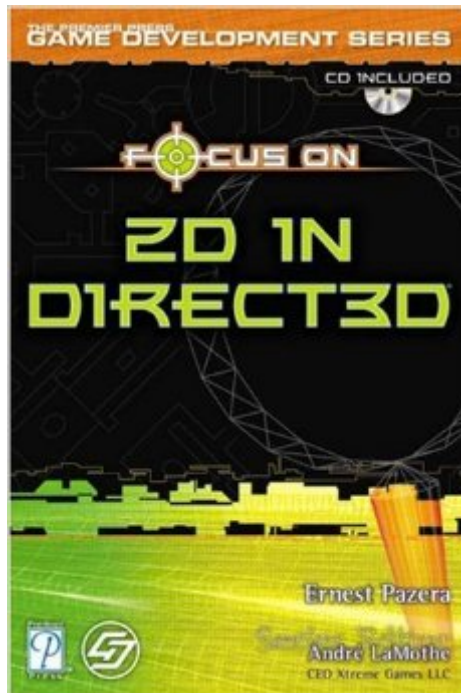# Focus On 2D In Direct3D (Premier Press Game Development)

Synopsis

Focus on 2D in Direct3D teaches you all of the tools and tips you'll need to dive right in and begin creating your own games. If you have some knowledge of C or C++ and have been searching for a guide that will take your 2D programming into the third dimension, then search no more! In this book you'll acquire the skills you'll need to move from the 2D API to Direct3D. Written from the point of view of a 2D programmer, Focus on 2D in Direct3D presents the fundamentals of the Direct3D API in an easy-to-use-and-understand format. Get ready to jump into the world of Direct3D!

Book Information

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Average Customer Review: 4.3 out of 5 stars See all reviews (10 customer reviews)

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Customer Reviews

First off, I was disappointed when I got this book. It appeared to be another "basics of Direct3D" book... I thought. It actually sat in my truck for about 2 weeks before I read it. I was not interested in another how to create a Direct3D object, blah blah, but then, bored one night, I started reading.This book added alot beyond a SDK-two-sentence explanation of Direct3D objects and made me realize how much I DIDN'T know about Direct3D. The author DID cover the basics in this book (no Win32 mind you), but what happened was, the "why" and more "what" were revealed to me in this text.The "why this enumeration is this value" and the "reason for performing this class call", etc. Alot of the details that were overlooked before in other books (I've read many) were explained well in this book, giving me the additional information I needed to push completely past a "beginner" status.All the examples I ran compiled, and all the examples were related well with the text in the book. This book

is not a monster either. It's about 258 pages and smaller in size. The author does not try to teach you the WIN32 API, so that takes a big chunk out making this a quick read.Normally, I try to give a balanced review about a book, the good AND the bad. No book is perfect, so I will say this book is NOT for advanced programmers unless you need a good reference, but for a beginner to intermediate programmer, this is a good nugget of knowledge. Very useful beyond 2D. He does exclude alot of D3DX making you write your versions of their functions which helps in the understanding, but makes it hard sometimes in finding the equivalent D3DX functions since I choose to use them.

Focus On 2D in Direct3D (Premier Press Game Development) Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software)) Visual Basic Game Programming with DirectX (Premier Press Game Development (Software)) Special Effects Game Programming with DirectX w/CD (Premier Press Game Development (Software)) Visual Basic Game Programming with DirectX (The Premier Press Game Development Series) Game Programming for Teens (Premier Press Game Development) Beginning Direct3D Game Programming w/CD (Prima Tech's Game Development) The Zen of Direct3D Game Programming (Prima Tech's Game Development) Cutting-Edge Direct3D Programming: Everything You Need to Create Stunning 3D Applications with Direct3D Programming Role Playing Games with DirectX w/CD (Premier Press Game Development) Real-Time Rendering Tricks and Techniques in DirectX (Premier Press Game Development (Software)) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Macromedia Flash Professional 8 Game Development (Charles River Media Game Development) Premier League Club Logos: Coloring book on the premier league club logos with information on each team. Great for kids and adults and makes an ideal gift. Kaplan GRE Exam, 2007 Edition: Premier Program (Kaplan GRE Premier Program (W/CD)) Kaplan MCAT 2007-2008 Premier Program (w/ CD-ROM) (Kaplan MCAT Premier Program (W/CD)) Kaplan GMAT, 2007 Edition: Premier Program (Kaplan GMAT Premier Program (w/CD)) Kaplan GRE Exam 2010 Premier Live Online (Kaplan Gre Exam Premier Live) Kaplan GMAT 2010 Premier Live Online (Kaplan Gmat Premier Live)