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Nov 20, 2012 After having read most parts of the book "3D Game Programming with DirectX 11" by Frank D. Luna, I've modified the code of part 25 (last part) and added

Frank d luna (author of introduction to 3d game

Frank D Luna is the author of Introduction to 3D Game Programming with DirectX 10 (3.67 avg rating, 3 ratings, 0 reviews, published 2008)

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