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Introduction to 3D game programming with DirectX 11. Author: Frank D Luna: Publisher: Dulles, Va. : Mercury Learning and Information, 2012. Edition/Format:

Directx 9 3d demo scene - youtube

May 22, 2011 DirectX 9 3D Demo Scene by Vladeta Stojanovic (This video shows a simple DirectX 9 scene (making use of Direct3D 9

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Jan 12, 2010 This is what I'm learning about c++ and DX 9.0c. It's basically a manager for graphic resources (a bunch of wrappers for directx) that takes care of

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Dec 10, 2010 A Primer of DirectX Basics and the A good DirectX series is written by Frank D. Luna.
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Programming guide for direct3d 11 (windows)

about how to use the Microsoft Direct3D 11 programmable pipeline to create realtime 3D graphics for
games as well as scientific Programming Guide for Direct3D 11.

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For programmers who are new to graphics and game programming. Computer Advanced 3D Game Programming with DirectX 10.0 Frank D. Luna, "Introduction to 3D Game

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