

The introductory chapters provide a solid basis in using Direct3D and DirectSound in a 2D gaming environment, providing not only the necessary theoretical discussions, but also sample programs that demonstrate the concepts discussed. Once the reader learns these basic DirectX techniques, the book leads the reader through the design and programming of a console-style computer role-playing game. As the reader builds the game piece by piece, he not only applies what he's learned about Direct3D and DirectSound, but also learns the fundamental skills needed to program games. Currently, no other book on the market covers the same material.

The Jury (Sisterhood), Fighting for Equality: A Life of May Wright Sewall, The Works of Jonathan Swift: Miscellanies, by Mr. Pope, Dr. Arbuthnot, Mr. Gay, &c. Prose Miscellanies by Swift and Sheridan, Evidence-Based Caries Prevention, No Way Back, The Galveston That Was (Sara and John Lindsey Series in the Arts and Humanities), Their First Time in the Movies DVD/Video Package, Power Play (Ben Logan),

Sams Teach Yourself Game Programming with DirectX in 21 Days by Clayton Walnum, , available at Book Depository with free delivery.

Get the Sams Teach Yourself Game Programming with DirectX in 21 Days at Microsoft Store and compare products with the latest customer reviews and ratings. Sams Teach Yourself Game Programming with DirectX in 21 Days [With CDROM] has 5 ratings and 0 reviews. The introductory chapters. The introductory chapters provide a solid basis in using Direct3D and DirectSound in a 2D gaming environment, providing not only the necessary theoretical.

From the Publisher: In just 21 days, you'll learn all the skills you need to build games and more with Direct3D, one of DirectX's graphics libraries, in your 2D game. Some of these books include Sams Teach Yourself Game Programming with Visual Basic 6 in 21 Days, Dungeons of Discovery: Writing Dazzling Windows.

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