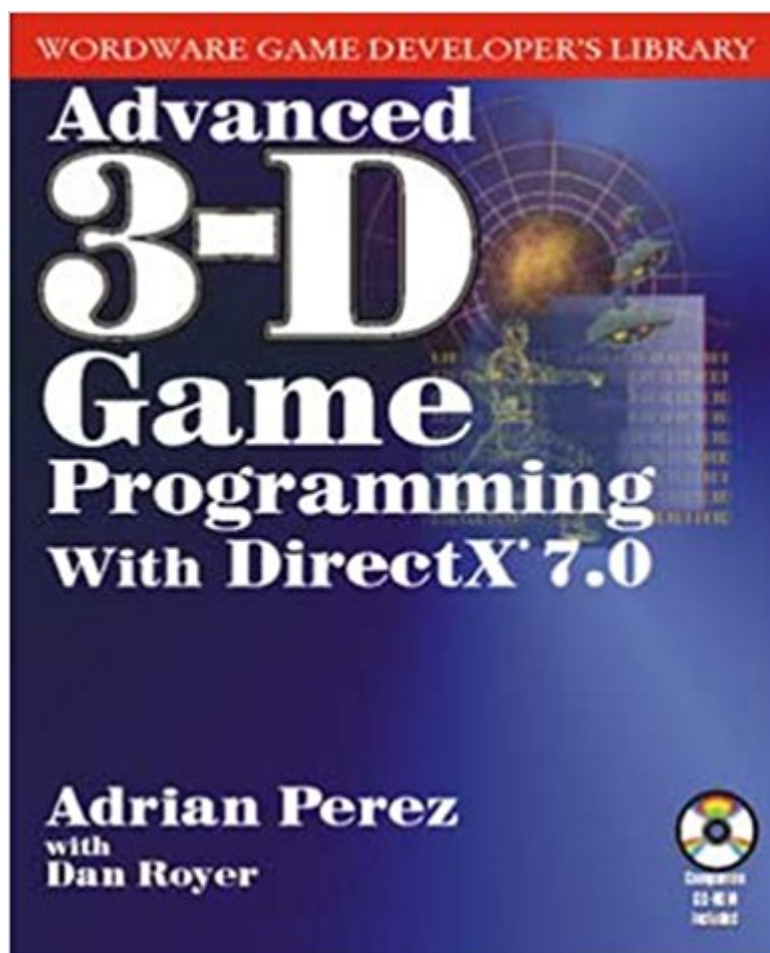


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Advanced 3-D Game Programming With DirectX 7.0 (Wordware Game Developer's Library)



Synopsis

This latest addition to the Wordware Game Developer's Library describes how to create computer games with cutting-edge 3-D algorithms and effects. *Advanced 3-D Game Programming Using DirectX 7.0* is intended specifically for those who know how to program with C++ but have not yet explored game or graphics programming. The authors include coverage of artificial intelligence, client-server networking using UDP, multi-texture effects, multi-resolution surface techniques, alpha blending, and more. Along with several sample applications that target specific algorithms, full source code is provided for a client-server networked 3-D first-person game that demonstrates many of the techniques discussed in the book, while giving the reader the opportunity to make their own additions. The CD includes: Full source code in C++, including a complete game demonstrating techniques covered in the book Microsoft's DirectX 7a SDK Source code to other 3-D engines, including Quake, GL Quake, Quakeworld, Descent 1, Descent 2, Golgotha, and Crystal Space Select articles on advanced gaming topics contributed by members of the graphics and game programming industry Paint Shop Pro evaluation edition for making textures

Book Information

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Customer Reviews

It seems that the reviews for this book have been somewhat controversial, with people generally either loving or hating it. In light of that, I tried to read it with as open a mind as possible, and hopefully this review is objective. The title of any book tends to create an expectation of what the

book covers, so you would expect the focus of this book to be on advanced game programming techniques first, and on DirectX second. Okay, so how does it do in each area then? To start on a positive note, when it comes to DirectX coverage, the book does a pretty good job. Having read several books covering DirectX, only a couple of which included Direct3D, this book holds up pretty well to the competition. It's not perfect; the non-Direct3D components are only covered briefly, but probably enough to get you up and running. The Direct3D coverage is decent, though, and easier to understand than what I've seen elsewhere. The texture mapping chapter was probably the most relevant of the entire book (though a little more depth on multitexturing applications and an explanation of how to generate the images used in environment mapping would have helped). The hole in the DirectX coverage comes in the omission of DirectPlay. Granted, there is a big chapter covering UDP instead, which is more widely used than DirectPlay anyway, but there should at least have been an explanation of why DirectPlay isn't used. The coverage of advanced techniques is somewhat limited, primarily because a great deal of the book assumes you are a beginner. Given that the word "Advanced" appears in the title, a lot of beginners are going to be hesitant to pick this up.

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