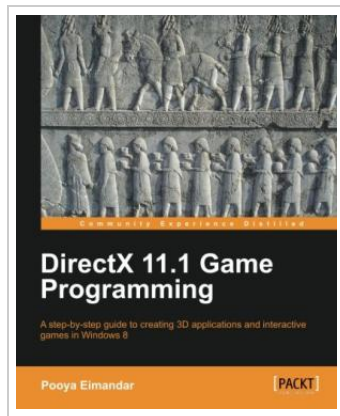




DirectX 11.1 Game Programming (Paperback)

By Pooya Eimandar

Packt Publishing Limited, United Kingdom, 2013. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.Written in step-by-step tutorial format, we will explore the creation of 3D applications and games through the development of a Windows 8 metro style game. DirectX 11.1 Game Programming Written for developers with knowledge of C++ essentials and 3D mathematics who would want to create metro style game on the Windows 8 platform. DirectX 11.1 Game Programming explores Direct3D 11.1 and Microsoft C++ component extensions along with introducing C++ accelerated massive parallelism.

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