Introduction to 3D Game Programming with DirectX12 (Mixed media product)

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By Frank D. Luna

Mercury Learning Information, United States, 2016. Mixed media product. Condition: New. Language: English . Brand New Book. This updated international bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It shows how to use new Direct12 features such as command lists, bundles, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware tessellation, computer shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, particle systems, and character animation. It includes a companion DVD with code and figures. It uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores. It contains detailed explanations of popular real-time game effects. It includes companion DVD with source code and 4-color graphics.

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