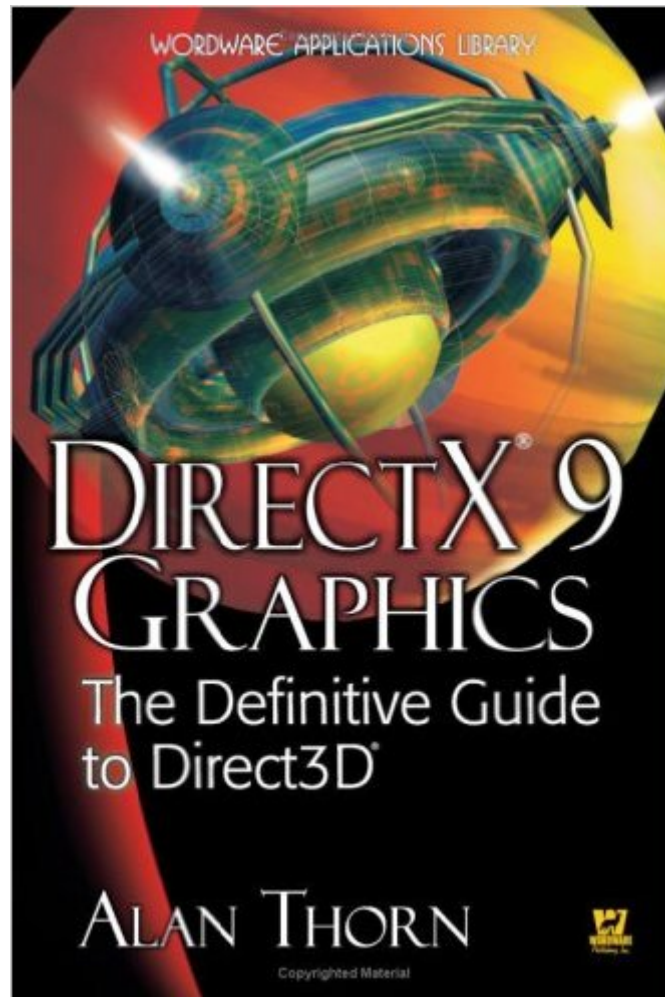


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# Directx 9 Graphics: The Definitive Guide To Direct3d (Wordware Applications Library)



## Synopsis

DirectX 9 Graphics: The Definitive Guide to Direct3D provides a detailed and comprehensive guide to getting started with DirectX, with a specific focus on Direct3D, a technology designed to create interactive multimedia products. This book demystifies DirectX, starting with the basics of setting up a DirectX application and finishing with the intricacies of real-time 3D animation. Learn how to create and render 3D worlds; use index and vertex buffers to represent 3D primitives; apply 3D mathematical theory to graphic design; export 3D models from 3D rendering applications and import them into DirectX as meshes; save and load data using X files; create snow, rain, fog, and more using point sprites and particle systems; animate pixel data on textures; enhance your game world with real-time lighting and texture mapping. Employ skeletal animation to animate meshes.

## Book Information

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## Customer Reviews

This book is not even close to being the definitive guide to Direct3D. At best it's an introduction, and covers even less material than other introductions (eg Frank Luna's book or Wolfgang Engel's book). The first 20 pages are given over to installing DirectX SDK. Complete waste of time for anyone who can read the SDK install doc. The chapter on video playback is pure filler - that is not part of Direct3D and shouldn't be in the book. You would learn just as much D3D by following the free SDK tutorials or some of the excellent (free) Internet tutorials. To make matters worse, he defines his own linked list class, instead of using the STL `std::list`. That's always a bad sign in my

book. All in all very poor. Stick with the SDK docs and Internet tutorials.

I got this title because it had the most references and positive reviews. But this is a seriously flawed book. Important topics like depth, culling, block bit transfers, and any discussion of shadows and reflections are completely missing. The book style is quirky, it starts like a user's guide, with installation instructions for DirectX, then launches into a feature by feature discussion with virtually no overview material about what 3D drawing means, and what we are trying to accomplish. Further, the author starts with an example of how to write a message loop that polls for messages instead of releases control to get them "because we need all the time we can get for the game". This is an amateur hour stunt that is the reason some apps bog down the system in Windows. It's totally unnecessary, you can use timers to make sure you get program time from the system WHEN APPROPRIATE, not continuously WASTING CPU time. DON'T use this technique!! I'm sorry to say that I have not found a professional, readable high level book on DirectX yet. This is in contrast to the excellent books available for OpenGL. Sad.

This book starts out with 3D math reviews and goes on to DirectX fundamentals. Pro:- It has pretty good chapters on the X file, camera system, and skeletal animation- I love the DirectX Q&A on the back of appendix which gives a thorough some of the questions you might have ran into but can't find the answers Con:- the chapter on materials and lighting could have been expanded more such as giving more samples- the samples you can download although there are no error in the code but you have to put a little of work to add those files into a new project and compile Overall, it's a great start for those who wish to learn DirectX 9. I strongly suggest you to download the DirectX9 SDK and read it along with this book. You should have a solid basic foundation of DirectX at the end of this book.

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