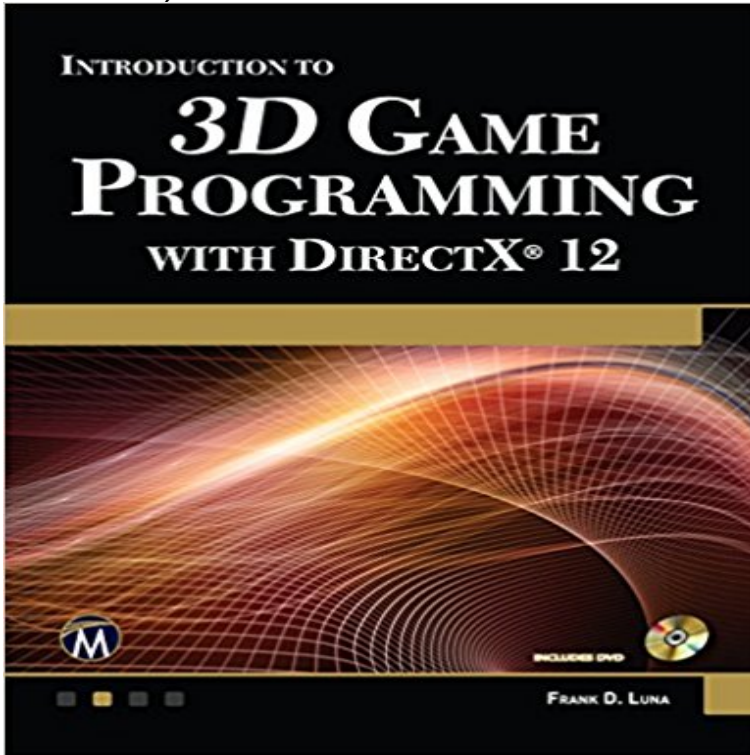


Introduction to 3D Game Programming with DirectX 12 (Computer Science)



This updated 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, 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, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures.

FEATURES: Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 Uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores Contains detailed explanations of popular real-time game effects Includes a DVD with source code and all the images (including 4-color) from the book Learn advance rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character animation Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

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