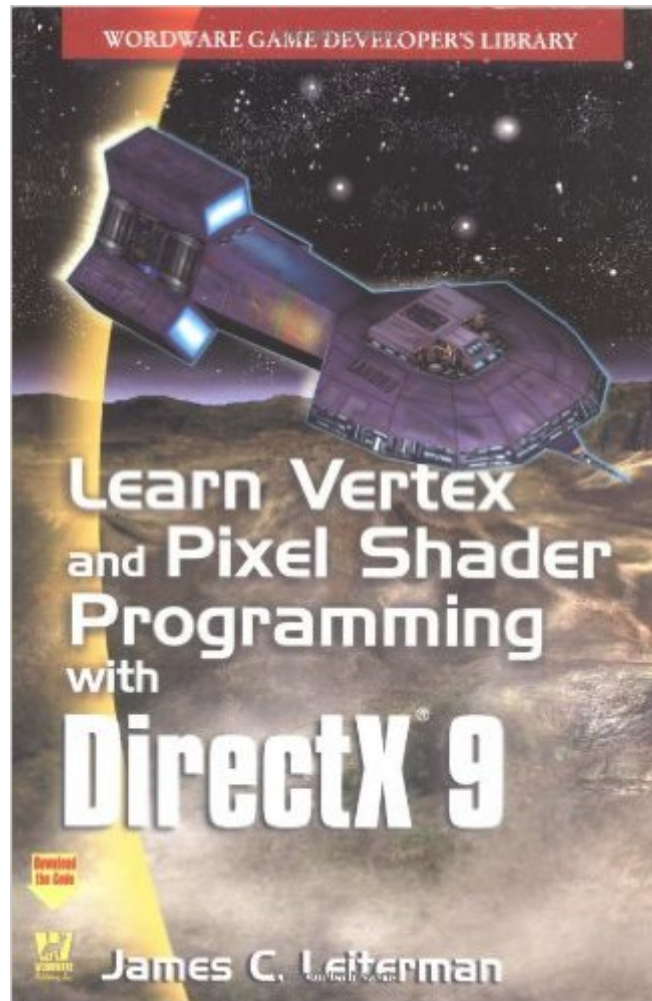


The book was found

# Learn Vertex & Pixel Shader Programming With DirectX 9



## Synopsis

This book covers all the fundamentals of programming vectors using SIMD methodology in conjunction with the Direct3D 9 application interfaces.

## Book Information

Paperback: 400 pages

Publisher: Wordware Publishing, Inc. (January 25, 2004)

Language: English

ISBN-10: 1556222874

ISBN-13: 978-1556222870

Product Dimensions: 6 x 0.7 x 9 inches

Shipping Weight: 13.6 ounces

Average Customer Review: 3.0 out of 5 stars Â Â See all reviews Â (1 customer review)

Best Sellers Rank: #3,297,661 in Books (See Top 100 in Books) #51 in Â Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX #4439 in Â Books > Computers & Technology > Programming > Introductory & Beginning #7281 in Â Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

## Customer Reviews

I was about to buy this book when I opened up the contents (by clicking on the cover image) and found in the first chapter that the author uses Cg which is pre-2003 shader technology (this book has a 2004 copyright). I don't want to learn Cg. Since there are no other reviews, I felt that posting this info here would be helpful to others. I recommend Engel's book Programming Vertex and Pixel Shaders, which also came out in 2004, but at least covers HLSL shader language. I apologize to the author for having to do this.

[Download to continue reading...](#)

Learn Vertex & Pixel Shader Programming with DirectX 9 Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) ShaderX2: Shader Programming Tips and Tricks with DirectX 9.0 The Awesome Power of Direct3D/DirectX - The DirectX 7 Version Java: The Simple Guide to Learn Java Programming In No Time (Programming, Database, Java for dummies, coding books, java programming) (HTML, Javascript, Programming, Developers, Coding, CSS, PHP) (Volume 2) Learn Spanish Step by Step: Spanish Language Practical Guide for Beginners (Learn Spanish, Learn German, Learn

French, Learn Italian) Learn French Step by Step: French Language Practical Guide for Beginners (Learn French, Learn Spanish, Learn Italian, Learn German) Writing the Novel from Plot to Print to Pixel: Expanded and Updated! Pixel Craft with Perler Beads: More Than 50 Super Cool Patterns: Patterns for Hama, Perler, Pyssla, Nabbi, and Melty Beads! DIY Craft Projects for Minecraft & Pixel Art Fans: Fun & Easy To Make Projects for All Ages (Unofficial) Learning Pixel Art Python: Python Programming Course: Learn the Crash Course to Learning the Basics of Python (Python Programming, Python Programming Course, Python Beginners Course) Swift Programming Artificial Intelligence: Made Easy, w/ Essential Programming Learn to Create your \* Problem Solving \* Algorithms! TODAY! w/ Machine ... engineering, r programming, iOS development) Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP) (Volume 3) Excel VBA Programming: Learn Excel VBA Programming FAST and EASY! (Programming is Easy) (Volume 9) JAVA: JAVA in 8 Hours, For Beginners, Learn Java Fast! A Smart Way to Learn Java, Plain & Simple, Learn JAVA Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! Introduction to 3D Game Programming with DirectX 12 (Computer Science) Programming Role Playing Games with DirectX (Game Development Series) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library)

[Dmca](#)