



# Tricks of the 3D Game Programming Gurus - (The First/Second Volume) - (With CD) (Chinese Edition)

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This book interprets each of major themes on 3D graphics from the viewpoint of game programming and software engine, mainly including Windows and DirectX programming; mathematical knowledge related to 3D game development; 3D graphics; illumination, shading, affine texture mapping, 3D clipping and depth buffer; and advanced 3D rendering and other technologies.

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