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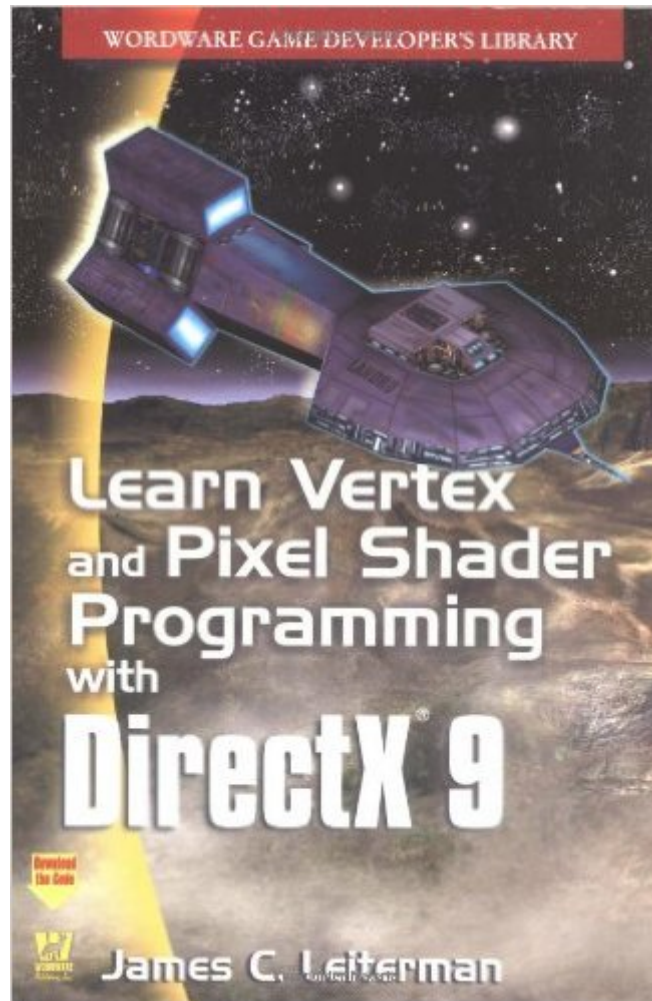
Learn Vertex & Pixel Shader Programming With DirectX 9

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

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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.

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