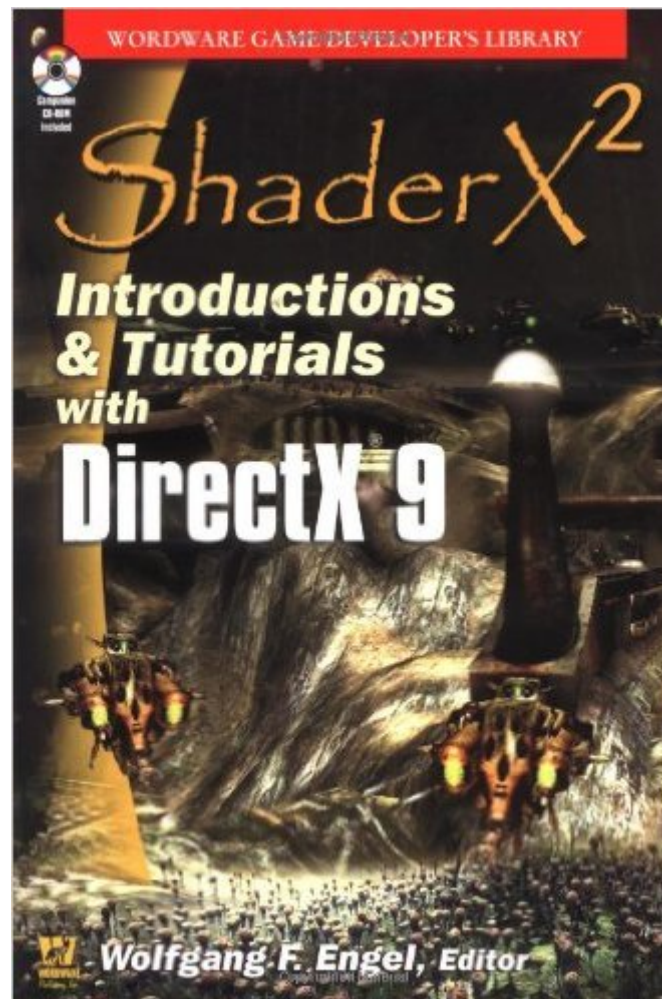


The book was found

# ShaderX2: Introduction & Tutorials With DirectX 9 (Wordware Game Developer's Library)



## Synopsis

This book covers the topic of ShaderX programming, a game development skill in great demand.

## Book Information

Series: Wordware Game Developer's Library

Paperback: 500 pages

Publisher: Wordware Publishing, Inc. (August 25, 2003)

Language: English

ISBN-10: 155622902X

ISBN-13: 978-1556229022

Product Dimensions: 6 x 0.9 x 9 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #2,217,546 in Books (See Top 100 in Books) #35 in [Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX](#) #1541 in [Books > Computers & Technology > Games & Strategy Guides > Game Programming](#) #5356 in [Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games](#)

## Customer Reviews

ShaderX2 is broken in to two volumes, with this volume intended as an introduction to shader related topics to prepare the reader for the other volume, or for other shader books. It fills that role fairly well, though it does have a few shortcomings that keep it from being a great book. The book starts off with an extensive, well-written introduction to HLSL that most beginners to the language will find quite helpful. This is followed by a handy introduction to Shader Model 3.0, which explains the changes that have been made since 2.0, and the practical applications of these changes and additions. The next several chapters are devoted to implementing "foundational" techniques using shaders. The first covers several lighting and shading techniques, providing sample shader implementations in HLSL and assembly. Most of the shaders come in multiple versions for the various shader models, which is useful for supporting these techniques on a wide range of platforms, as well as in understanding the capability differences between each model. The next chapter covers five different fog effects using HLSL shaders. Then there are two chapters on shadows, one on shadow mapping and the other on shadow volumes. The latter weighs in at over 80 pages, providing in-depth coverage of the theory behind the technique. Next up is a tutorial for using the shader development environment RenderMonkey. The usefulness of this chapter is

marred by the fact that the current version of RenderMonkey has undergone some interface changes such that the text is now out of synch with the tool, making it a bit more difficult to follow along. Still, if you can work through this, the chapter will help you quickly get up and running with RenderMonkey.

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

ShaderX2: Introduction & Tutorials with Directx 9 (Wordware Game Developer's Library)  
Introduction to Computer Game Programming with DirectX 8.0 (Wordware Game Developer's Library)  
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)  
Advanced 3-D Game Programming With Directx 7.0 (Wordware Game Developer's Library)  
Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library)  
Strategy Game Programming with DirectX 9 (Wordware Game and Graphics Library)  
Cross Platform Game Development (Wordware Game Developer's Library)  
ShaderX2: Shader Programming Tips and Tricks with DirectX 9.0  
Delphi Developer's Guide to XML (Wordware Delphi Developer's Library)  
Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library)  
Programming Game AI By Example (Wordware Game Developers Library)  
Tomes of KYLIX: The Linux API (Wordware Delphi Developer's Library)  
Tomes of Delphi: Alogrithm and Data Structure (Wordware Delphi Developer's Library)  
C++ Builder 6 Developers Guide with CDR (Wordware Delphi Developer's Library)  
FileMaker Pro 6 Developer's Guide to XML/XSL (Wordware Library for FileMaker)  
The Awesome Power of Direct3D/DirectX - The DirectX 7 Version  
Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software))  
Visual Basic Game Programming with DirectX (Premier Press Game Development (Software))  
Special Effects Game Programming with DirectX w/CD (Premier Press Game Development (Software))

[Dmca](#)