

Beginning DirectX 11 Game Programming

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BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to creating fantastic graphics, amazing creatures, and realistic worlds for games. Written specifically for the beginner programmer, the book uses step-by-step instructions to teach the basics of DirectX 11, introducing skills that can be applied to creating games for both PC and game console platforms like the Xbox 360.

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[Beginning DirectX 11 Game Programming - Allen Sherrod ...](#)

Beginning DirectX 11 Game Programming by Allen Sherrod is, what I'd consider, a great introduction into DirectX programming. Just to be clear, it's really only an overview of the DirectX APIs (Direct3D, DirectXInput, etc.) and not really a graphics or game programming book (despite the title).

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This completely updated fourth edition of the popular BEGINNING GAME PROGRAMMING will introduce you to the fascinating world of game programming for Windows using Visual Studio 2013 and DirectX. The book requires only a basic understanding of the C++ language and provides a solid introduction to DirectX programming.

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