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3D GRAPHICS WITH XNA GAME STUDIO 4.0



Shroff Publishers/Packt, 2011. Softcover. Book Condition: New. 17 x 22 cm. A step-by-step guide to adding the 3D graphics effects used by professionals to your XNA games. Improve the appearance of your games by implementing the same techniques used by professionals in the game industry Learn the fundamentals of 3D graphics, including common 3D math and the graphics pipeline Create an extensible system to draw 3D models and other effects, and learn the skills to create your own effects and...

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- Authored by Sean James
- Released at 2011



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