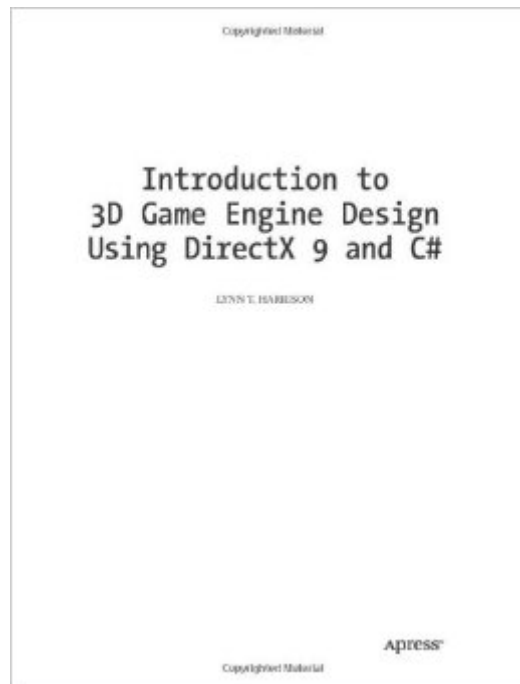


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# Introduction To 3D Game Engine Design Using DirectX 9 And C# (Expert's Voice)



## Synopsis

Introduction to 3D Game Engine Design Using DirectX 9 and C# illustrates the process of creating a simple 3D game engine. During this process, author Lynn Harrison demonstrates many facets of the DirectX 9 software through clear-cut explanations and examples. Throughout the course of the book, you'll develop an off-road driving game that brings such features as management of large scenes, environmental effects, and physics into play. To write the game, you'll use cutting-edge technologies—C# and DirectX, and the .NET Framework—and you'll go beyond simple graphics to explore audio, user input, artificial intelligence, and multiplayer design.

Table of Contents Overview User Interface Hanging Ten: A Ride Through the Rendering Pipeline Basic 3D Objects Complex 3D Objects Camera: The Player's View of the World Adding Some Atmosphere: Lighting and Fog Artificial Intelligence: Adding the Competition Game Audio: Let's Make Some Noise Game Physics: Keeping It Real Tools of the Trade

## Book Information

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## Customer Reviews

I didn't expect this book to teach me C# or DirectX, so no worries there. The book, along with the code that you have to download from apress, shows how to design & code a game engine. Actually, it's pretty weak on the design, since there are NO diagrams, and very little doc in the code, to help me understand what I'm reading. No explanation of relationships between the various objects & classes. What's especially confusing is trying to find methods that are called by the sample code. Is

the method in a base class? Do I need to override it? Is it in another object that I have to write...? If there's one thing that might save this book, it would be more diagrams, such as UML. After reading Chapter 1 and its code (which calls game engine methods but doesn't explain them), I had to download the code and go through it line by line. I wrote out the method calls by hand, and now I finally understand the high-level structure of the engine and the sample game. But that doesn't even include AI, input, lighting, sound, and how game objects are organized inside the engine. I guess I've got my work cut out for me.

Like so many other readers, I've been waiting for any book about Managed DX with C# for quite a long time since we definitely can't count on Microsoft's documentation that is only for full-time game programmers out there which I guess won't need it anyway since they're programming in C/C++ so what's the point MS???!!! Anyways, let's go back to the "book"...But I never expected that you could just throw in some notes about some source code and call it a book, not even one single diagram that shows you where you've reached, what are you looking at, etc... I read the first sample chapter online at [apress.com](http://apress.com) and it looked promising, I wish there was any other chapter that was sampled because that's the only chapter that you can read and understand. After you get to Chapter 2, you start wondering what is he talking about?! This is probably the worst technical book I ever got...I don't mind getting the source code online and even that it does not seem to work after reading the forums at [forums.apress.com](http://forums.apress.com) but you don't learn anything useful this way, you might as well just get some source code from [gotdotnet](http://gotdotnet.com) or [c-sharpcorner](http://c-sharpcorner.com)...I can't wait for Tom Miller's book that's being released this week I think, the table of contents and sample chapter look very promising ([samspublishing.com](http://samspublishing.com) sample chapter is 3rd chapter so you get a better idea of how the book is written) but hey, I've been fooled once, I hope this doesn't happen again!!! Don't waste your money or your time on this so-called book!

I had been eagerly waiting for this book for almost 6 months and was disappointed in the results. While the author does show some mastery over the subject material, he demonstrates very little attention to detail and I got a distinct impression that the author could not be bothered. This is evident throughout the book. The cover of the book is the only place you will find anything relating to 'multiplayer'. You won't even find mention of it in the glossary. The logic flow of physics makes me think that not enough time was put in to make sure that it was a sound design before writing about it and slapping it on the shelf. Also, The example binaries provided do not function and the source has already gone through an update post release due to bugs. Even after you manage to compile the

code yourself, the examples do not work properly, feel very amateurish and are based on the examples that come with the DirectX9 SDK! (Note the cheesy file menu for an obvious example) There is also very little error checking and things could have been structured a little more efficiently (this is obviously an opinion). And while it's not related directly to the book, the author didn't even bother spelling the name of his publisher right on his tag on the APress forums (where you can go to complain the code doesn't work), which shows up on every post he makes. In summary, you can pick up some structuring techniques and also see some examples of what not to do from this book, but you might be happier spending your money and time elsewhere.

For those who have already had an introduction into DirectX, this book is a godsend. If you know a little bit about DirectX and are ready to take the next step in designing your own engine this is the book to get. Just for the engine structural knowledge I have gained from reading this book it was well worth it, and that's not including all of the implementation examples it gives you, such as Terrains, Meshes, Cameras, and Particle Effects to name a few that I liked. If you don't know anything about DirectX, this book will probably be hard to follow. If you do know DirectX then this book will be very easy to follow. What isn't in comments is explained enough (in my opinion) in the paragraphs preceding each class and method. If you are still having trouble understanding this book then I would recommend reading an 'Introduction to DirectX' book, not an 'Introduction to Game Engine Design USING DirectX' book. All in all, this book was extremely worth it. The author definitely has experience in this field. The book's title may be deceiving to some, if you only read the first and last couple words and skip the 5 words in the middle. The previous reviews were incorrect about this book. If you have a little bit of understanding of DirectX, and would like to see how to implement some elements of a game, like the ones I mentioned previously (and there are more than that), then definitely buy this book.

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