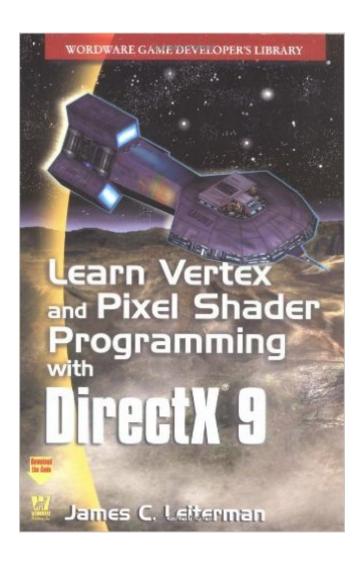
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# Learn Vertex & Pixel Shader Programming With DirectX 9





# **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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Language: English

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Product Dimensions: 6 x 0.7 x 9 inches

Shipping Weight: 13.6 ounces

Average Customer Review: 3.0 out of 5 stars Â See all reviews (1 customer review)

Best Sellers Rank: #3,297,661 in Books (See Top 100 in Books) #51 in Books > Computers &

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Entertainment > Puzzles & Games > Video & Computer Games

#### **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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