

# **Introduction to Direct3D 9.0 Game Programming** **2<sup>nd</sup> Edition: A Shader Approach**

## **Brief Table of Contents**

### **Part I Mathematical Prerequisites**

- Chapter 1 Vectors
- Chapter 2 Matrix Algebra
- Chapter 3 Transformations; Planes; Miscellaneous

### **Part II Direct3D Foundations**

- Chapter 4 Direct3D Initialization
- Chapter 5 Timing; Direct Input; Animation and Sprites
- Chapter 6 The Rendering Pipeline
- Chapter 7 Drawing in Direct3D
- Chapter 8 Color
- Chapter 9 Lighting
- Chapter 10 Texturing
- Chapter 11 Blending
- Chapter 12 Stenciling

### **Part III Applied Direct3D and the D3DX Library**

- Chapter 13 Meshes
- Chapter 14 Mesh Hierarchy Animation Part I: Rigid Meshes
- Chapter 15 Mesh Hierarchy Animation Part II: Skinned Meshes
- Chapter 16 Terrain Rendering Part I
- Chapter 17 Terrain Rendering Part II
- Chapter 18 Particle Systems
- Chapter 19 Picking
- Chapter 20 Advanced Texturing

### **Appendix A Windows Programming**

### **Appendix B HLSL Reference**

### **Index**