



BEGINNING

3D

GAME PROGRAMMING

Tom Miller
3D models by Wes Greene

Create three complete 3D Games

Blockers

Test your logic with this challenging 3D puzzle game

Tankers

Search and destroy in this networked 3D tank shooter

Kart Racer

Speed around a go-kart track in single-player and network races

CD Includes

- .NET Runtime 1.1
- DirectX Summer 2001 SDK Update
- All C# code and media required to compile and run the games listed in the book

SAMS

Beginning 3d Game Programming

Ensheng Dong



Beginning 3d Game Programming:

The Enigmatic Realm of **Beginning 3d Game Programming**: Unleashing the Language is Inner Magic

In a fast-paced digital era where connections and knowledge intertwine, the enigmatic realm of language reveals its inherent magic. Its capacity to stir emotions, ignite contemplation, and catalyze profound transformations is nothing in short supply of extraordinary. Within the captivating pages of **Beginning 3d Game Programming** a literary masterpiece penned with a renowned author, readers set about a transformative journey, unlocking the secrets and untapped potential embedded within each word. In this evaluation, we shall explore the book's core themes, assess its distinct writing style, and delve into its lasting affect the hearts and minds of those that partake in its reading experience.

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