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DIRECTX 9 PROGRAMIRANJE GRAFIKE I IGARA : U PRAKSI



Kompjuter biblioteka, 2004. paperback. Condition: New. Serbian language, latinica, 24 cm, Racunarska animacija, Ubrzani kurs programiranja grafike i igara pomocu DirectX9. Uz ovu knjigu cete nauciti kako da koristite DirectX za razvoj multimedijalnih aplikacija sa bogatom 3D grafikom. Takodje cete nauciti osnove programiranja 3D grafike, a saznacete mnogo i o naprednim temama kao sto je kontrola nivoa detalja mreza, koriscenje HLSL jezika i animacija karaktera. Ostale opcije upravljalog DirectX-a, kao sto su kontrola zvuka, obrada raznih tipova korisnickih podataka i..

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- Authored by Miller, Tom
- Released at 2004



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