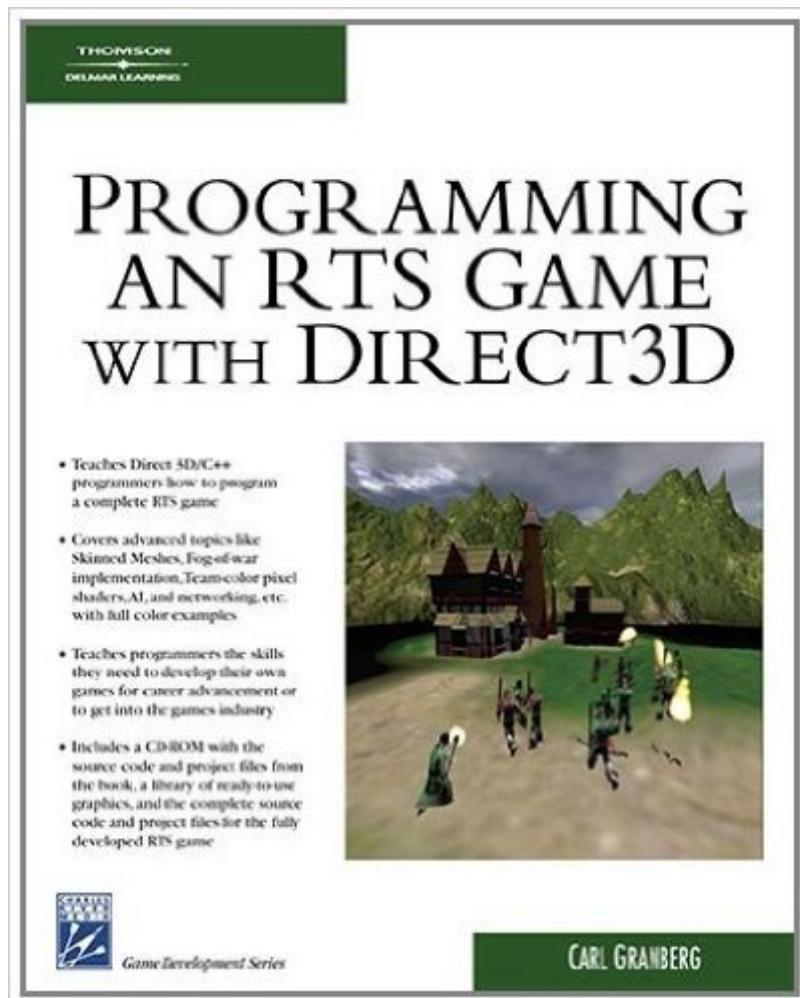# Programming An RTS Game With Direct3D

Synopsis

There are many books that teach the basics of Direct3D, but few of these books teach and apply the more advanced topics needed to program complete applications such as games. Programming an RTS Game with Direct3D is such a reference. The book provides intermediate programmers with a step-by-step implementation guide for programming a complete RTS game. And, unlike other books that teach basic game programming, this book teaches programmers how to implement the more challenging parts of an RTS game, including advanced topics such as Skinned Meshes, Fog-of-war implementation, Team-color pixel shaders, AI, networking, and much more. The game is developed from chapter to chapter, beginning with design and storyboards through the development of a fully implemented RTS game, complete with Multi-Tier AI and Networking. This is a must-have resource for intermediate game programmers who wish to increase their skills and learn the more advanced topics required in todays commercial games.

Book Information

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Best Sellers Rank: #802,290 in Books (See Top 100 in Books)   #8 in Books > Computers & Technology > Programming > Graphics & Multimedia > DirectX   #581 in Books > Computers & Technology > Games & Strategy Guides > Game Programming   #2169 in Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games

Customer Reviews

I am a computer science professor who reads scores of game dev and C++ books every year. I have a really hard time choosing a textbook for many upper-division game courses, and rarely have time to read them all. I was really upset when the book initially came out with buggy examples that would not build with VS2005 and would crash a lot, so I had to shelve it for a couple years. Now, returning to the book again while perusing the reviews, I find that the author, Carl Granberg, released an update of the book's sources with new VS2008 projects and bug fixes, and everything

works great now. More than great...This is the single best book on Direct3D 9 I have ever read, and I am using it as the primary resource for two courses--DirectX II and Game Engine Development. Here are the all-important topics you will learn here that are half baked in every other book I've read:1. 3D heightmap terrain generation, with a progression from simple to complex with over a dozen examples of each step the author took while developing the landscape for his rts example. THIS ALONE is worth the price of the book! No other resource explains dynamic terrain as well as Granberg does here.2. Mesh file modeling, loading, rendering, and animating. ALSO worth the price of the book. It's so well done that Granberg is writing another book just on this topic. Character Animation with Direct3D.3. HLSL shader programming: glow effects, fog of war, team colors. ALSO worth the price of the book. Very good practical real-world use of shaders rather than the usual (Engel, et al) over-hyped approach to the topic. Easy to grasp due to Granberg's excellent pacing and well-described techniques.

Programming an RTS Game with Direct3D Cutting-Edge Direct3D Programming: Everything You Need to Create Stunning 3D Applications with Direct3D Beginning Direct3D Game Programming w/CD (Prima Tech's Game Development) The Zen of Direct3D Game Programming (Prima Tech's Game Development) Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Game Programming Gems (Game Programming Gems (W/CD)) AI Game Programming Wisdom 3 (AI Game Programming Wisdom (W/CD)) Direct3D SHADERX: Vertex & Pixel Shader Tips and Techniques (Wordware Game Developer's Library) Focus On 2D in Direct3D (Premier Press Game Development) Direct3D and 3D Engine Programming Graphics Programming with Direct3D Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library) Real-Time Strategy Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) Advanced 3D Game Programming With Directx 10.0 (Wordware Game and Graphics Library) Isometric Game Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software))