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I've been trying to learn Directx recently and started to read "Introduction to 3D Game Programming With DirectX 11" by Frank Luna. Game Development; TeX rev

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Nov 20, 2012 After having read most parts of the book "3D Game Programming with DirectX 11" by Frank D. Luna, I've modified the code of part 25 (last part) and added

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Unity 3d - game programming introduction -

Now that we have the basic understanding of the environment, let s start discussing some fun stuff, like programming! Unity 3D provides several languages that can

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Notes on porting to directx 11.1 from earlier

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Frank d luna (author of introduction to 3d game

Frank D Luna is the author of Introduction to 3D Game Programming with DirectX 10 (3.67 avg rating, 3 ratings, 0 reviews, published 2008)

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Introduction to game development using unity 3d -

Feb 20, 2012 author of Unity 3D Game Development by Example, Game Programming Article: Introduction to Game Development Using Unity 3D; English (USA)

Review: introduction to 3d game programming with

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