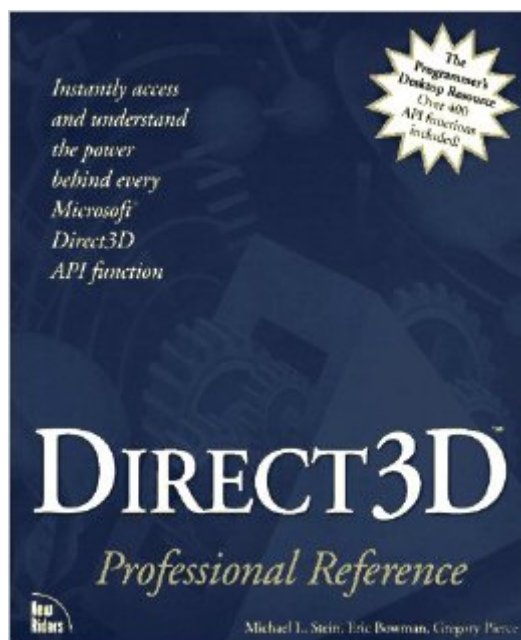


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# Direct3D: Professional Reference



## Synopsis

Direct3D Professional Reference is the only reference available that provides the essential reference information that developers need to know. It completely and concisely explains what each function within Direct3D does and how it should be used. Each function has been tested, organized, and documented by the best developers. You'll even find coverage of the undocumented features as well. This book is a programmer's desktop resource; a reference that provides instantly accessible, thorough-yet-concise explanations of every function in the Microsoft Direct3D API. For each component, you'll know what the function is, what the function is used for, and how the function works.

## Book Information

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Average Customer Review: 2.8 out of 5 stars [See all reviews](#) (4 customer reviews)

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## Customer Reviews

If you have the DirectX SDK, you don't need this book at all. It pretty much lists the definition of each function without the hyperlinking ability.

Like the title says it's a professional's reference. Demonstrates basic 3D concepts but that's it. Only 6 or so pages of this intro. Make sure you know 3D or preferably Direct3D programming before buying this book. It's good for a quick reference to the 400 or so functions but that's it. It's a reference book. Advanced 3D programmers will like it because it has all the possible 3D functions you can use in a program.

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