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Introduction to 3D Game Programming with Directx 11. Frank D. Luna, Introduction to 3D Game Programming with Directx 11? 2012 | ISBN-10: 1936420228 | 864 pages

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

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Aug 05, 2013 So I started by reading Frank Luna s Introduction to 3D Game Programming The DirectX SDK is now legacy The version of Effect11.lib that ships

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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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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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