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Beginning Directx 11 Game Programming

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Programming

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[Beginning DirectX 11 Game Programming - Allen Sherrod ...](#)

Beginning DirectX 11 Game Programming by Allen Sherrod is, what I'd consider, a great introduction into DirectX programming. Just to be clear, it's really only an overview of

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the DirectX APIs (Direct3D, DirectInput, etc.) and not really a graphics or game programming book (despite the title).

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This completely updated fourth edition of the popular BEGINNING GAME PROGRAMMING will introduce you to the fascinating world of game programming for Windows using Visual Studio 2013 and DirectX. The book requires only a basic understanding of the C++ language and provides a solid introduction to DirectX programming.

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