

# [PDF] Introduction To 3D Game Programming With DirectX 11

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#### Description:

**About the Author** Frank Luna has been programming interactive 3D graphics for more than ten years and has been using DirectX since v5. He is the author of three bestselling books on DirectX and has professionally worked on 3D medical imaging software, machine motion simulation tools, mobile games, and architectural design software, all using DirectX3D. He holds a BS in Mathematics from the University of California, Irvine.

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