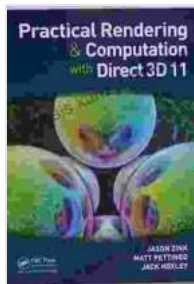


# Master the Art of Rendering and Computation with DirectX 11



## Practical Rendering and Computation with Direct3D 11

by Jason Zink

★★★★☆ 4.3 out of 5

Language : English

File size : 76264 KB

Print length : 648 pages

Screen Reader: Supported



Are you ready to take your graphics programming skills to the next level? With **Practical Rendering and Computation with DirectX 11**, you'll learn how to harness the power of DirectX 11 to create stunning visuals and perform complex computations.

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- How to perform complex computations with DirectX 11
- Advanced DirectX 11 techniques like шейдеры and compute shaders
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## Who This Book Is For

This book is for anyone who wants to learn how to use DirectX 11 to create stunning graphics and perform complex computations. Whether you're a beginner or an experienced programmer, you'll find something valuable in this book.

## About the Author

**Robert Page** is a graphics programmer with over 15 years of experience. He has worked on a variety of projects, from AAA games to scientific simulations. He is passionate about teaching others how to use DirectX 11 to create amazing things.

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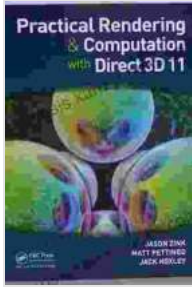
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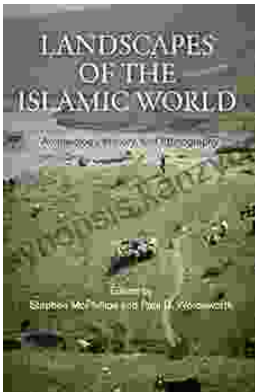
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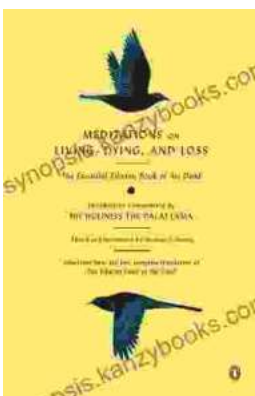


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