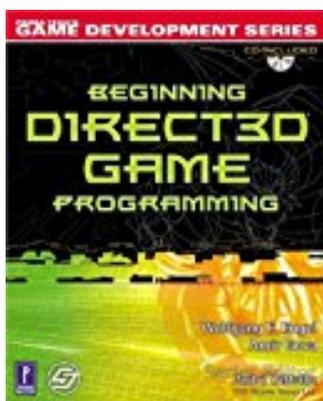


# [PDF] Beginning Direct3D Game Programming W/CD (Prima Tech's Game Development)

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**Description:**

**About the Author** Wolfgang Engel is CEO of SoftGroup GmbH and SoftGroup Plska, which offer IT and game development services. These companies produce 3D animations for marketing and advertising activities. Wolfgang holds lectures and workshops on Direct3D programming worldwide

and writes tutorials on Direct3D which are presented at [www.GameDev.net](http://www.GameDev.net) as well as his own Web site, [www.directxgraphics.net](http://www.directxgraphics.net). He is the author of "Beginning Direct3D Game Programming" (0761531912).

Amir Geva works for the IBM Haifa Research Lab in Israel. Amir graduated from the Technion in Haifa, Israel, with a degree in computer engineering. He is the owner of The Photon Effect, which includes a game programming SDK and ColDet, a 3D Collision Detection Library.

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