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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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Aug 05, 2013 So I started by reading Frank Luna s Introduction to 3D Game Programming with DirectX 11. Windows programming, Windows 8, Windows, DirectX. Blog

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Now that we have the basic understanding of the environment, let s start discussing some fun stuff, like programming! Unity 3D provides several languages that can