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*Ernest Pazera*

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Focus on 2D in Direct3D teaches you all of the tools and tips you'll need to dive right in and begin creating your own games. If you have some knowledge of C or C++ and have been searching for a guide that will take your 2D programming into the third dimension, then search no more! In this book you'll acquire the skills you'll need to move from the 2D API to Direct3D. Written from the point of view of a 2D programmer, Focus on 2D in Direct3D presents the fundamentals of the Direct3D API in an easy-to-use-and-understand format. Get ready to jump into the world of Direct3D!

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