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The 7th International Conference on Entertainment Computing, under the auspices of the International Federation for Information Processing (IFIP), was held September 25–27, 2008 in Pittsburgh, Pennsylvania. Based on the very successful first international workshop (IWEC 2002) and the following international conferences (ICEC 2003 through ICEC 2007), ICEC 2008 was an international forum for the exchange of experience and knowledge amongst researchers and developers in the field of entertainment computing. ICEC is the longest established and most prestigious conference in the field of entertainment computing. The conference provides an interdisciplinary forum for advanced research in entertainment computing, broadly defined. ICEC is truly international with leading experts from 14 nations representing academia and industry attending this year's conference. These leaders presented their newest research, insights, products and demonstrations. Although the field of entertainment computing is thought of as new, in fact modern digital computer games go back over 45 years with games such as Spacewar developed in 1961. This is not to say entertainment computing is limited to computer games. As evidenced by papers in this volume, entertainment computing covers virtually every aspect of today's recreational diversions.

Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach presents an introduction to programming interactive computer graphics, with an emphasis on game development, using real-time shaders with DirectX 9.0. The book is divided into three parts that explain basic mathematical and 3D concepts, show how to describe 3D worlds and implement fundamental 3D rendering techniques, and demonstrate the application of Direct3D to create a variety of special effects. With this book understand basic mathematical tools used in video game creation such as vectors, matrices, and transformations; discover how to describe and draw interactive 3D scenes using Direct3D and the D3DX library; learn how to implement lighting, texture mapping, alpha blending, and stenciling using shaders and the high-level shading language (HLSL); explore a variety of techniques for creating special effects, including vertex blending, character animation, terrain rendering, multi-texturing, particle systems, reflections, shadows, and normal mapping; find out how to work with meshes, load and render .X files, program terrain/camera collision detection, and implement 3D object picking; review key ideas, gain programming experience, and explore new topics with the end-of-chapter exercises.

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