

## Beginning Directx 11 Game Programming

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Beginning DirectX 11 Game Programming by Allen Sherrod is, what Ed consider, a great introduction into DirectX programming. Just to be clear, it's really only an overview of the DirectX APIs (Direct3D, DirectInput, etc.) and not really a graphics or game programming book (despite the title).

[Amazon.com: Customer reviews: Beginning DirectX 11 Game...](#)

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