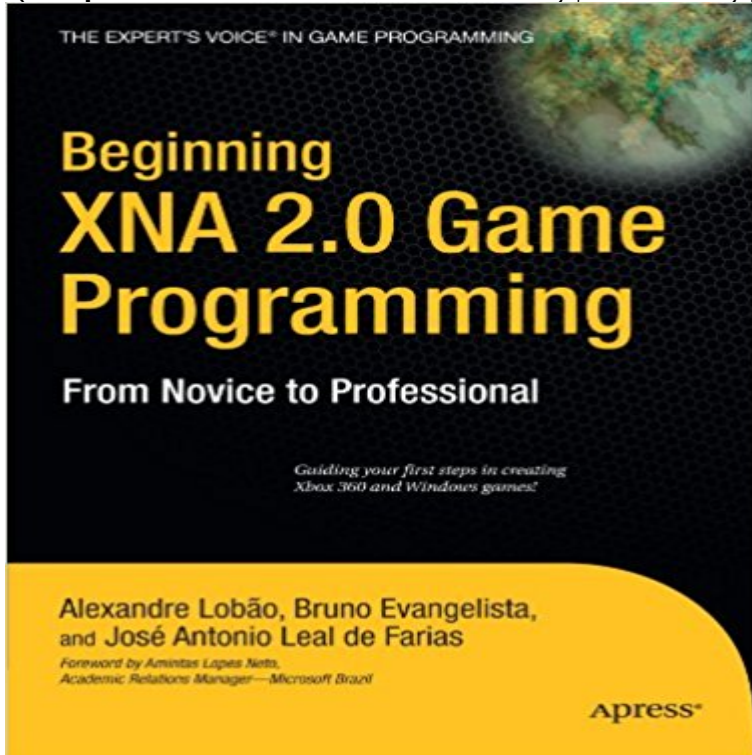


Beginning XNA 2.0 Game Programming: From Novice to Professional (Experts Voice in Game Programming)



Would you like to create your own games, but never have the time to dig into the details of multimedia programming? Now you don't have to! XNA makes it simple to create your own games, which will run on your PC and Xbox 360 console. Even if you don't know how to program at all, *Beginning XNA 2.0 Game Programming: From Novice to Professional* will teach you the basics of C# 2005 programming along the way. Don't get overwhelmed with details you don't need to know just learn what you need to start creating your own games right now! The fast-paced introduction to XNA and the C# language provides professional developers a quick-start guide to creating a commercial product using XNA, as well as offering home enthusiasts or hobbyists everything they need to begin putting together games in their spare time. You'll discover and understand all the key concepts required to create smooth, professional-looking results in a range of gaming genres. Every reader will come away with a firm foundation onto which they can build more advanced ideas. What you'll learn

- Game Planning and Programming Basics
- 2-D Graphics, Audio, and Input Basics
- Creating Your First 2-D Game
- Improving Your First 2-D Game
- Basics of Game Networking
- Rock Rain Live!
- 3-D Game Programming Basics
- Rendering Pipeline, Shaders, and Effects
- Lights, Camera, Transformations!
- Generating a Terrain
- Skeletal Animation
- Creating a Third-Person Shooter Game

Who this book is for: Anyone approaching XNA programming for the Xbox 360 for the first time

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