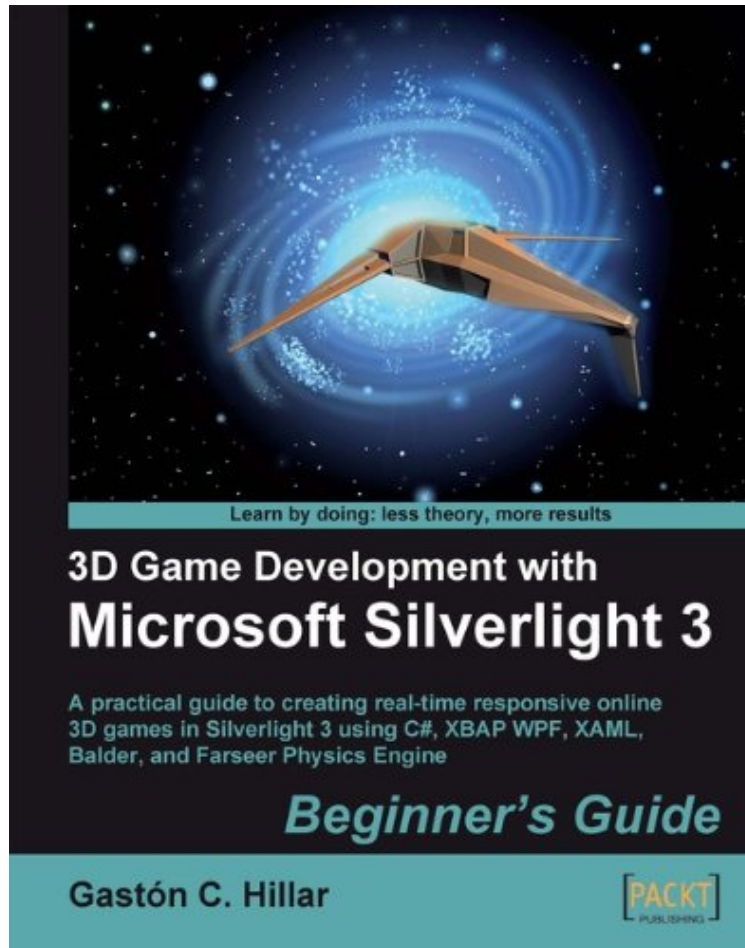


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3D Game Development with Microsoft Silverlight 3: Beginner's Guide

Von Gastn C. Hillar

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Von Gastn C. Hillar : 3D Game Development with Microsoft Silverlight 3: Beginner's Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised 3D Game Development with Microsoft Silverlight 3: Beginner's Guide:

KurzbeschreibungThis book takes a step-by-step approach to building a complete interactive 3D game using Silverlight and enhancing it through its related technologies. The book focuses on practical examples and has a friendly approach, with the opportunity to learn by experiment and play. It uses illustrations, screenshots, and

interactive experiences to understand the most complex topics related to the 3D scenes. This book is designed primarily for C# developers with basic knowledge of the Visual Studio IDE who want to develop online 3D games using Silverlight or create interactive 3D scenes for a web site with animated models. No prior experience in 3D programming, 3D animation, or Silverlight is required. The book is also aimed at 3D developers who want to improve their online content, offering innovative 3D models in action.

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ber den Autor und weitere Mitwirkende Gaston C. Hillar has been working with computers since he was eight. He began programming with the legendary Texas TI-99/4A and Commodore 64 home computers in the early 80s. He has a Bachelor degree in Computer Science, graduated with honors, and an MBA (Master in Business Administration), graduated with an outstanding thesis. He worked as developer, architect, and project manager for many companies in Buenos Aires, Argentina. Now, he is an independent IT consultant and a freelance author always looking for new adventures around the world. He also works with electronics (he is an electronics technician). He is always researching about new technologies and writing about them. He owns an IT and electronics laboratory with many servers, monitors, and measuring instruments. Gaston write the C# 2008 and 2005 Threaded Programming: Beginner's Guide also published by Packt. He is also the author of more than 40 books in Spanish about computer science, modern hardware, programming, systems development, software architecture, business applications, balanced scorecard applications, IT project management, the Internet, and electronics. He contributes to Dr. Dobb's Go Parallel programming portal <http://www.ddj.com/go-parallel/> and he is a guest blogger at Intel Software Network <http://software.intel.com> He usually writes articles for Spanish magazines Mundo Linux, Solo Programadores and Resistor.