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Luna is a 3D programming expert and the author of several books on DirectX programming. With the latest developmental tools, one can create wonderful and vivid worlds. "3D Game Programming with DirectX 11" elaborates on how to get the most out the DirectX tools, the processes used by many recent 3D game developers.

## **Introduction to 3D Game Programming with DirectX 11: Luna**

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Frank D. Luna is a program-mer for Hero Interactive. He has been programming

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interactive 3D graphics for over eight years and has been using DirectX since its fifth iteration. He is the author of Introduction to 3D Game Programming with DirectX 9.0 from Wordware Publishing, Inc., and lives in Los Angeles.

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