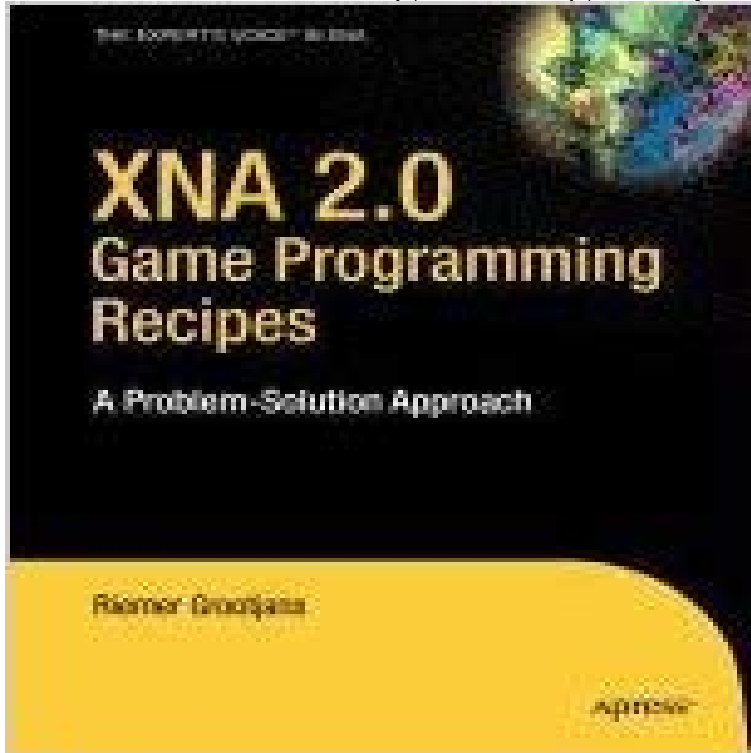


XNA 2.0 Game Programming Recipes: A Problem-Solution Approach



In this book, XNA expert Reimer Grootjans brings together a selection of the hottest quick-start recipes in XNA programming for the Xbox and Windows PC. Advanced XNA programmers, experienced coders new to games development, and even complete beginners will find XNA Game Programming Recipes an invaluable companion when building games for fun or as commercial products. Numerous problem-solving recipes cover topics from cameras and angles, to textures, models, and lighting and shadowing, and will get you over the common hurdles encountered in both 2D and 3D XNA application design.

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