

Paradoxal Press Announces “The COMPLETE Effect and HLSL Guide” and “The COMPLETE HLSL Reference”, a Complete Set of Reference Manuals for Video Game Developers

Paradoxal Press (ParadoxalPress.com) is proud to announce two new titles to its 2005 lineup of computer programming books. “The COMPLETE Effect and HLSL Guide” (ISBN 0-9766132-1-2) is a complete reference manual for video game and computer graphic application developers using the Microsoft DirectX SDK. “The COMPLETE HLSL Reference” (ISBN 0-9766132-0-4) is a spiral-bound booklet serving as a quick all-in-one reference for shader developers with all the information they need at a fingertip.

REDMOND, WA (PRWEB) March 28, 2005 -- Paradoxal Press (www.ParadoxalPress.com) is proud to announce two new titles to its 2005 lineup of computer programming books. “The COMPLETE Effect and HLSL Guide” (ISBN 0-9766132-1-2) is a complete reference manual for video game and computer graphic application developers using the Microsoft DirectX SDK. “The COMPLETE HLSL Reference” (ISBN 0-9766132-0-4) is a spiral-bound booklet serving as a quick all-in-one reference for shader developers with all the information they need at a fingertip.

The topic of “The COMPLETE Effect and HLSL Guide” (ISBN 0-9766132-1-2) is the development of graphical shaders and their management. It is written for any developers who have an interest in being efficient at using and integrating shaders within their applications. This book is written to serve as both a teaching and reference manual, making it a must-have to everybody from hobbyist programmers to professional developers. The approach taken throughout “The Complete Effect and HLSL Guide” makes it the perfect book for anyone who wants to integrate shaders into their application and take advantage of the power of the DirectX SDK and the HLSL shading language. The book covers the following topics:

- * Introduction to both the HLSL shading language and effect file development including their detailed syntax and use.
- * Complete reference with performance considerations to every HLSL and assembly shader instructions.
- * Introduction the DirectX Effect Framework and complete overview to its API.
- * Optimization tips and tricks to make the best out of your shaders.
- * Coverage of all the main components of the DirectX effect framework in addition to putting the pieces of the puzzle together allowing you to develop a shader management framework.

“The COMPLETE HLSL Reference” (ISBN 0-9766132-0-4) is a small format (3”x6”) spiral bound booklet intended to be a complete quick reference for assembly and HLSL shader developers. The reference includes a complete overview of all vertex and pixel shader assembly instructions, up to shader model 3.0, complete with parameter description and performance considerations. In addition, “The COMPLETE HLSL Reference” also includes a complete overview of all the HLSL intrinsic functions complete with a description of their functionality, parameter information and performance considerations.

“The COMPLETE Effect and HLSL Guide” (ISBN 0-9766132-1-2) is a 300-page perfect bound book with a suggested retail price of \$34.99 USD. It will be released on September 1st 2005 and will be on sale at online at most online retailers and directly from www.ParadoxalPress.com.

“The COMPLETE HLSL Reference” (ISBN 0-9766132-0-4) is a 24-page spiral-bound booklet with a suggested retail price of \$7.99 USD. It will be released on May 31st 2005 and will be on sale online at



www.ParadoxalPress.com.

For more information about Paradoxal Press, please visit www.ParadoxalPress.com.

###

Contact Information

Sebastien St-laurent

PARADOXAL PRESS

<http://www.ParadoxalPress.com>

425-802-6638