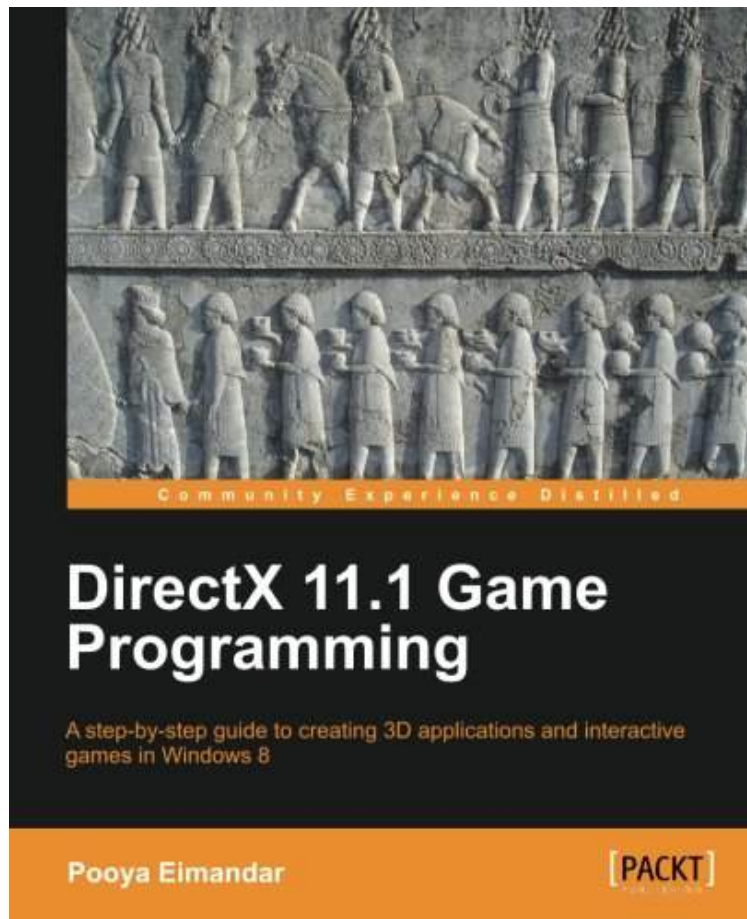


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By Pooya Eimandar



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user friendly approach Overview Learn new features in DirectX 11.1 Discover how to develop a multithreaded pipeline game engine Understand shader model 5 and learn how to create an editor for the game In About the Author Pooya Eimandar Pooya Eimandar born on 7th January 1986 in Tehran graduated with a Computer Science and Hardware Engineering degree from Shomal University and has been programming mainly in DirectX and OpenGL since 2002 His main rese

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