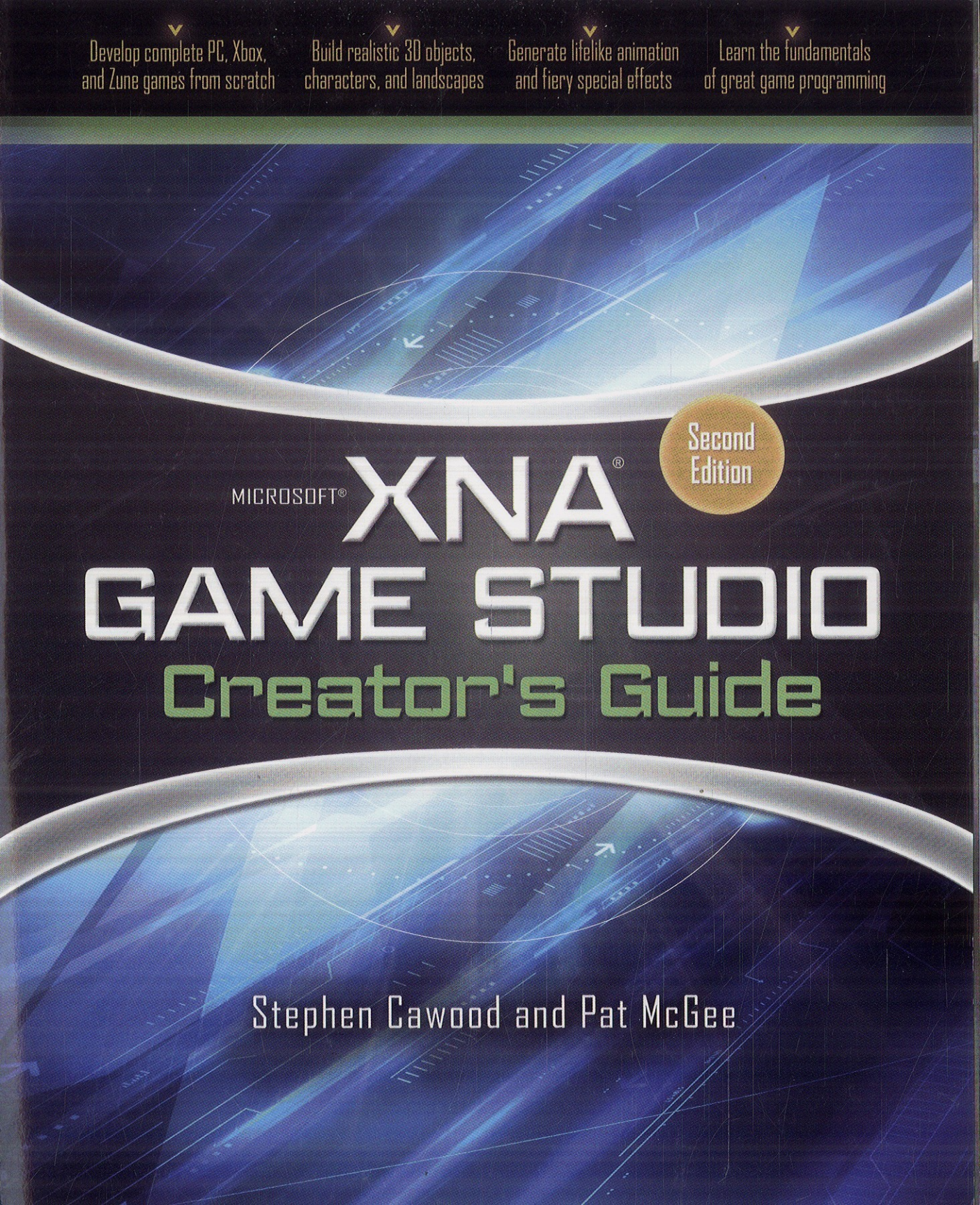
Develop complete PC, Xbox, and Zune games from scratch
Build realistic 3D objects, characters, and landscapes
Generate lifelike animation and fiery special effects
Learn the fundamentals of great game programming
Second Edition
MICROSOFT® XNA® GAME STUDIO
Creator's Guide
Stephen Cawood and Pat McGee

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