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So, the title of this book is "Advanced 3D Game Programming With DirectX 10.0", which seems to imply that the text is designed for intermediate/experienced programmers who want to up their skills to the next level. This book isn't really "advanced" at all -- it's an introductory DirectX/game programming book.

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Author is in it just to make money from the book. Not going to teach you the real thing. The book discusses everything about 3D game programming but fails to mention that there is this thing called a game engine which is the actual software you would use to make a real 3D game. Nobody writes 3D code line by line anymore. That would be suicide.

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