

Directx Viewer

Frank Luna

.NET Framework Solutions John Paul Mueller,2006-10-11 If you've begun programming using Microsoft's .NET Framework, you've discovered a lot of new and improved functionality. But, more than likely, you've also discovered a lot of missing functionality. Indeed, a third of the functions supported by the old Win32 API are not yet supported by .NET. Although you may not at first notice the loss of Win32 API functionality in .NET, the more you program, the more you'll realize how essential it is. As a programmer, you will not want to do without these solutions. .NET Framework Solutions: In Search of the Lost Win32 API is one more thing you can't do without: a complete guide to your options for dealing with the functionality missing from .NET. As you'll learn, some functions are handily situated within Visual Basic or C#. In most cases, however, you'll need to access the old Win32 API from the .NET Framework. This is demanding work, but this book makes it easy, walking you through every step and paying special attention to the work of managing memory manually--the most error-prone part of the process. The topics covered inside are as varied as the missing functionality: direct hardware access, low-level security control, certain aspects of OS access, support for multimedia and utilities, and DirectX. You also get hard-to-find information on COM access, plus a collection of examples--dealing with DirectX and the MMC Snap-ins--that unite COM and Win32 access in especially illuminating ways. Over time, you can expect to see the .NET Framework expanded to include much of what it now lacks. But your programming tasks can't wait, and .NET Framework Solutions makes you productive--today.

Introduction to 3D Game Programming with DirectX 9.0c Frank Luna,Luna,2006-06-07 Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach presents an introduction to programming interactive computer graphics, with an emphasis on game development, using real-time shaders with DirectX 9.0. The book is divided into three parts that explain basic mathematical and 3D concepts, show how to describe 3D worlds and implement fundamental 3D rendering techniques, and demonstrate the application of Direct3D to create a variety of special effects. With this book understand basic mathematical tools used in video game creation such as vectors, matrices, and transformations; discover how to describe and draw interactive 3D scenes using Direct3D and the D3DX library; learn how to implement lighting, texture mapping, alpha blending, and stencil using shaders and the high-level shading language (HLSL); explore a variety of techniques for creating special effects, including vertex blending, character animation, terrain rendering, multi-texturing, particle systems, reflections, shadows, and normal mapping; find out how to work with meshes, load and render .X files, program terrain/camera collision detection, and implement 3D object picking; review key ideas, gain programming experience, and explore new topics with the end-of-chapter exercises.

INSTRUCTIONS FOR PROGRAMMING DIRECT 3D EASILY TOYMAKER Nguyễn Thoại Vy,2022-10-12 So you want to be a games developer? One of the only things better than playing games in my opinion is creating them! Whilst it can be hard work learning to write computer games, it is also incredibly rewarding. How far you go obviously depends on your skills and motivation. You can write games just as a hobby or you can work full time in the games industry. This page explores the options and gives you lots of advice based on my experience of working in the industry and latterly as lecturer teaching games programming.

Introduction to 3D Game Programming with DirectX 10 Frank D. Luna,2008 Introduction to 3D Game Programming with DirectX 10 provides an introduction to programming interactive computer graphics, with an emphasis on game development, using DirectX 10. The book is divided into three main parts. Part I explores basic mathematical tools, Part II shows how to implement fundamental tasks in Direct3D, and Part III demonstrates a variety of techniques and special effects.

DirectX 8 and Visual Basic Development Keith Sink,2001 Topics in DirectX 8 and Visual Basic.NET Development include networked games, 3D multimedia applications, enable Force Feedback joystick devices in their own applications, multimedia applications that allow for multiple user input devices, and multimedia applications that use music and sound.

F# for Scientists Jon Harrop,2011-09-20 This work strikes a balance between the pure functional aspects of F# and the object-oriented and imperative features that make it useful in practice, enable .NET integration, and make large-scale data processing possible. —Thore Graepel, PhD, Researcher, Microsoft Research Ltd. Over the next five years, F# is expected to become one of the world's most popular functional programming languages for scientists of all disciplines working on the Windows platform. F# is free and, unlike MATLAB® and other software with numerical/scientific origins, is a full-fledged programming language. Developed in consultation with Don Syme of Microsoft Research Ltd.—who wrote the language—F# for Scientists explains and demonstrates the powerful features of this important new programming language. The book assumes no prior experience and guides the reader from the basics of computer programming to the implementation of state-of-the-art algorithms. F# for Scientists begins with coverage of introductory material in the areas of functional programming, .NET, and scientific computing, and goes on to explore: Program structure Optimization Data structures Libraries Numerical analysis Databases Input and output Interoperability Visualization Screenshots of development using Visual Studio are used to illustrate compilation, debugging, and interactive use, while complete examples of a few whole programs are included to give readers a complete view of F#'s capabilities. Written in a clear and concise style, F# for Scientists is well suited for researchers, scientists, and developers who want to program under the Windows platform. It also serves as an ideal supplemental text for advanced undergraduate and graduate students with a background in science or engineering.

Inside DirectX Bradley Bargaen,Peter Donnelly,1998 Take command of DirectX programming features with direct-from-the-source guidance. Written and thoroughly reviewed by members of the DirectX team, this title contains a wealth of previously unpublished information. The CD-ROM contains source code examples and the DirectX Software Development Kit (SDK).

Managed DirectX 9 Tom Miller,2003 Managed DirectX was released with the latest version of the core DirectX libraries in DirectX9. It enables developers using the new .NET languages (i.e. C#, VB.NET, etc.) to develop rich multimedia applications with DirectX. Unfortunately the Managed DirectX runtime was released without adequate documentation, and developers are having a hard time figuring out the best way to write managed applications. This book covers how to use the Managed DirectX objects, how they differ from the core DirectX libraries, and how to create these rich multimedia applications in C#. It also covers in depth graphics techniques and the new high-level shader language shipping with DirectX9.

DirectX 9 User Interfaces Alan Thorn,2004 Companion CD included with Paint Shop Pro 8 evaluation edition! Interfaces strongly affect how an application or game is received by a user, no matter which cutting-edge features it may boast. This unique book presents a comprehensive solution for creating good interfaces using the latest version of DirectX. This involves building an interface library from the ground up. Divided into three sections, the book discusses the foundations of interface design, the construction of a feature-rich interface library, and the creation of a fully functional media player in DirectShow.

Graphics programming with GDI+ and DirectX Alex Polyakov,Vitaly Brusentsev,2005 Providing a look ahead at some of the most promising innovations in graphics technologies, this guide covers the GDI+ graphical library, the .NET Framework platform, C#, and the DirectX library. Theoretical aspects of graphics, algorithms for solving common problems, and examples of their practical implementation are covered. The support of popular graphic file formats, such as BMP, GIF, TIFF, JPEG, EXI, PNG, ICO, WMF, and EMF, as well as bitmap redrawing with the application of the external alpha channel are discussed. Resizing, stretching, distorting, and rotating bitmaps are addressed in detail, as is gradient filling.

Introduction to 3D Game Programming with DirectX 11 Frank Luna,2012-03-15 This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

Introduction to 3D Game Programming with DirectX 12 Frank Luna,2016-04-19 This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It shows how to use new Direct12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware tessellation, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. FEATURES: • Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 • Uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores • Contains detailed explanations of popular real-time game effects • Includes a DVD with source code and all the images (including 4-color) from the book • Learn advance rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character animation • Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

Introduction to 3D game programming with DirectX 9.0 ,

Advanced 3D Game Programming with DirectX 10.0 Peter Walsh,2010-11-30 Advanced 3D Game Programming with DirectX 10.0 provides a guide to developing cutting-edge games using DirectX 10.0. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition.

DirectX 9 Graphics Alan Thorn,2005 DirectX 9 Graphics is the most comprehensive DirectX graphics reference currently available. Unlike other titles, this unique book takes the reader from beginner to advanced level, demystifying DirectX by starting with the basics of setting up a DirectX application and finishing with the exciting intricacies of real-time 3D animation. In one single volume, this book can help DirectX programmers of all levels make cutting-edge games that sell!

Sams Teach Yourself DirectX 7 in 24 Hours Robert Dunlop,1999 Guides the reader through the complicated DirectX APIs, allowing the user to create their own DirectX powered applications featuring smooth 3D graphics and sound. In addition to laying the COM-based DirectX foundation, the book covers animation, DirectSound, DirectMusic, Direct3D, control devices, force feedback controls, and multi-user games.

Microsoft DirectX 9 Programmable Graphics Pipeline Kris Gray,Microsoft Corporation,2003 Learn how to use programmable shaders in the DirectX 9 graphics pipeline-and deliver awesome 3-D graphics to your animations, games, and other multimedia applications. This book distills hundreds of hours of hands-on guidance from the developers on the Microsoft DirectX team-as well as insights from leading-edge video card manufacturers-into step-by-step instruction and best practices for exploiting the programmable pipeline. You'll see how to program shaders in assembly-language as well as the new high-level shader language (HLSL)-and you get complete code walk throughs for all the sample programs and the DirectX 9 SDK on CD. Discover how to: Program vertex shaders to create transformations, apply vertex fog, or deform geometry Generate 2-D image effects'such as output color inversion-with pixel shaders Use HLSL to add a semi-transparent glow effect by combining a vertex shader and frame buffer blending Produce a metallic paint effect by combining a vertex shader, a pixel shader, and a texture shader with multilayer texture blending Incorporate reflective surfaces into your 3-D scenes by applying an environment-map effect Experiment with the EffectEdit SDK sample to load and edit effect files and preview results on the fly Package multiple object-rendering techniques into a single effect for simpler pipeline state management CD inside Get code for all the sample programs plus SDKAbout Programmable Shaders. With programmable shaders, you get unprecedented control over rendering options in DirectX 9. You can use vertex shaders to deform geometry, apply procedural textures with pixel and texture shaders, and use effects to encapsulate shader and pipeline state-making code reuse a snap. CD features: Sample programs that demonstrate: Vertex shader transformations, lighting, fog, vertex displacement, and vertex blending Pixel shader texturing, 2-D image processing, and lighting Texture shader generation of procedural textures Encapsulating assembly-language and HLSL shaders into an effect Interactive development of an effect using EffectEdit DirectX 9 SDK Fully searchable eBook For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

Learn Vertex and Pixel Shader Programming with DirectX 9 James C. Leiterman,2004 Because graphics systems for video games and game console hardware have become more complex, graphics applications must also advance. This is where programmable vertex and pixel shaders come in. This book shows how to write assembly language for programming the vertex shader and pixel shader hardware using DirectX 9 and covers the fundamentals of programming vectors using SIMD methodology in conjunction with the Direct3D 9 application interfaces. Features: Find out about the valid vertex shader and pixel shader instruction sets; Learn how branching and branchless code can be used for flow control; Understand the vertex shader instructions that support matrices; Discover how to use quaternions to accurately represent rotating objects; Use texturing with both vertex and pixel shaders, including bump mapping.

Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach Frank Luna,2006-06-07 Introduction to 3D Game Programming with DirectX 9.0c: A Shader Approach presents an introduction to programming interactive computer graphics, with an emphasis on game development, using real-time shaders with DirectX 9.0. The book is divided into three parts that explain basic mathematical and 3D concepts, show how to describe 3D worlds and implement fundamental 3D rendering techniques, and demonstrate the application of Direct3D to create a variety of special effects. With this book understand basic mathematical tools used in video game creation such as vectors, matrices, and transformations; discover how to describe and draw interactive 3D scenes using Direct3D and the D3DX library; learn how to implement lighting, texture mapping, alpha blending, and stenciling using shaders and the high-level shading language (HLSL); explore a variety of techniques for creating special effects, including vertex blending, character animation, terrain rendering, multi-texturing, particle systems, reflections, shadows, and normal mapping; find out how to work with meshes, load and render .X files, program terrain/camera collision detection, and implement 3D object picking; review key ideas, gain programming experience, and explore new topics with the end-of-chapter exercises.

Essential XNA Game Studio 2.0 Programming Jim Perry,Allen Sherrod,2010-10-25 Essential XNA Game Studio 2.0 Programming provides both hobbyists and experienced programmers with

the information they need to take advantage of Microsoft’s powerful XNA Framework and XNA Game Studio to produce professional-level games for both the PC and the Xbox 360. Beginners learn the fundamentals of 2D game development, creating a complete top-down shooter. Intermediate and advanced users can jump right into 3D game development and create a version of the 3D game that takes advantage of hardware acceleration using High-Level Shader Language (HLSL). Learn how to build an input system to receive events from devices; use the Microsoft Cross-Platform Audio Creation Tool (XACT) to integrate sounds and music into your game; design difficulty systems to tailor your game to players with different skill levels; create a multiplayer game using the networking features of the XNA Framework; implement an achievement system to provide incentive for continued play of your game.

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