

Directx 2012

Jason Zink,Matt Pettineo,Jack Hoxley

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 DirectX 12 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 DirectX 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 advanced 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 stencil • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

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 DirectX 9.0c 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 DirectX 9.0c 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.

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 DirectX 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.

Hands-On GPU Programming with Python and CUDA Dr. Brian Tuomanen, 2018-11-27 Build real-world applications with Python 2.7, CUDA 9, and CUDA 10. We suggest the use of Python 2.7 over Python 3.x, since Python 2.7 has stable support across all the libraries we use in this book. Key Features Expand your background in GPU programming—PyCUDA, scikit-cuda, and Nsight Effectively use CUDA libraries such as cuBLAS, cuFFT, and cuSolver Apply GPU programming to modern data science applications Book Description Hands-On GPU Programming with Python and CUDA hits the ground running: you'll start by learning how to apply Amdahl's Law, use a code profiler to identify bottlenecks in your Python code, and set up an appropriate GPU programming environment. You'll then see how to "query" the GPU's features and copy arrays of data to and from the GPU's own memory. As you make your way through the book, you'll launch code directly onto the GPU and write full blown GPU kernels and device functions in CUDA C. You'll get to grips with profiling GPU code effectively and fully test and debug your code using Nsight IDE. Next, you'll explore some of the more well-known NVIDIA libraries, such as cuFFT and cuBLAS. With a solid background in place, you will now apply your new-found knowledge to develop your very own GPU-based deep neural network from scratch. You'll then explore advanced topics, such as warp shuffling, dynamic parallelism, and PTX assembly. In the final chapter, you'll see some topics and applications related to GPU programming that you may wish to pursue, including AI, graphics, and blockchain. By the end of this book, you will be able to apply GPU programming to problems related to data science and high-performance computing. What you will learn Launch GPU code directly from Python Write effective and efficient GPU kernels and device functions Use libraries such as cuFFT, cuBLAS, and cuSolver Debug and profile your code with Nsight and Visual Profiler Apply GPU programming to data science problems Build a GPU-based deep neural network from scratch Explore advanced GPU hardware features, such as warp shuffling Who this book is for Hands-On GPU Programming with Python and CUDA is for developers and data scientists who want to learn the basics of effective GPU programming to improve performance using Python code. You should have an understanding of first-year college or university-level engineering mathematics and physics, and have some experience with Python as well as in any C-based programming language such as C, C++, Go, or Java.

The Old New Thing Raymond Chen, 2006-12-27 Raymond Chen is the original raconteur of Windows. --Scott Hanselman, ComputerZen.com Raymond has been at Microsoft for many years and has seen many nuances of Windows that others could only ever hope to get a glimpse of. With this book, Raymond shares his knowledge, experience, and anecdotal stories, allowing all of us to get a better understanding of the operating system that affects millions of people every day. This book has something for everyone, is a casual read, and I highly recommend it! --Jeffrey Richter, Author/Consultant, Cofounder of Wintellect Very interesting read. Raymond tells the inside story of why Windows is the way it is. --Eric Gunnerson, Program Manager, Microsoft Corporation Absolutely essential reading for understanding the history of Windows, its intricacies and quirks, and why they came about. --Matt Pietrek, MSDN Magazine's Under the Hood Columnist Raymond Chen has become something of a legend in the software industry, and in this book you'll discover why. From his high-level reminiscences on the design of the Windows Start button to his low-level discussions of GlobalAlloc that only your inner-geek could love, The Old New Thing is a captivating collection of anecdotes that will help you to truly appreciate the difficulty inherent in designing and writing quality software. --Stephen Toub, Technical Editor, MSDN Magazine Why does Windows work the way it does? Why is Shut Down on the Start menu? (And why is there a Start button, anyway?) How can I tap into the dialog loop? Why does the GetWindowText function behave so strangely? Why are registry files called hives? Many of Windows' quirks have perfectly logical explanations, rooted in history. Understand them, and you'll be more productive and a lot less frustrated. Raymond Chen--who's spent more than a decade on Microsoft's Windows development team--reveals the hidden Windows you need to know. Chen's engaging style, deep insight, and thoughtful humor have made him one of the world's premier technology bloggers. Here he brings together behind-the-scenes explanations, invaluable technical advice, and illuminating anecdotes that bring Windows to life--and help you make the most of it. A few of the things you'll find inside: What vending machines can teach you about effective user interfaces A deeper understanding of window and dialog management Why performance optimization can be so counterintuitive A peek at the underbelly of COM objects and the Visual C++ compiler Key details about backwards compatibility--what Windows does and why Windows program security holes most developers don't know about How to make your program a better Windows citizen

Mastering Windows Server 2016 Hyper-V John Savill, 2016-12-19 Build a seamless, flexible, full-service datacenter solution Microsoft Windows Server 2016 Hyper-V is the IT administrator's guide to this rising datacenter solution. Hyper-V has already surpassed VMWare in datacenter management, identity service for multiple devices, and more; this book shows you how to harness the power of this hypervisor to simplify the infrastructure, reduce costs, improve productivity, and better manage system resources. From a tour of the technology through architecture, deployment, and integration of System Center, Microsoft Azure, and Microsoft Azure Stack, the discussion illustrates the skills you need to create a complete solution for optimum enterprise management. Coverage includes Windows Azure capabilities for virtual machines, managing a hybrid

cloud, IaaS, storage capabilities, PowerShell, and more, with practical real-world guidance from a leading authority in the field. Hyper-V has recently undergone improvements in scalability and features that have positioned it as an ideal solution in the Small/Medium Business and Enterprise markets. This book shows you how to exploit these new capabilities to build a robust data solution for your organization. Discover the capabilities of Microsoft Hyper-V Architect a Hyper-V datacenter solution Plan and manage a deployment or migration Integrate complementary technologies for full scalability Data is everywhere—on desktops, laptops, phones, and multiple operating systems, accessed through email, text messages, web searches, online services, and more. All of this data must be stored, accessible, updated, backed up, secured, managed, sorted, and analyzed—sometimes instantly. Hyper-V is the rising star in the virtualization space, and Microsoft Windows Server 2016 Hyper-V shows you how to turn greater capabilities into better datacenter solutions.

Direct3D Rendering Cookbook Justin Stenning,2014-01-20 This is a practical cookbook that dives into the various methods of programming graphics with a focus on games. It is a perfect package of all the innovative and up-to-date 3D rendering techniques supported by numerous illustrations, strong sample code, and concise explanations. Direct3D Rendering Cookbook is for C# .NET developers who want to learn the advanced rendering techniques made possible with DirectX 11.2. It is expected that the reader has at least a cursory knowledge of graphics programming, and although some knowledge of Direct3D 10+ is helpful, it is not necessary. An understanding of vector and matrix algebra is required.

Practical Rendering and Computation with Direct3D 11 Jason Zink,Matt Pettineo,Jack Hoxley,2016-04-19 Direct3D 11 offers such a wealth of capabilities that users can sometimes get lost in the details of specific APIs and their implementation. While there is a great deal of low-level information available about how each API function should be used, there is little documentation that shows how best to leverage these capabilities. Written by active me

GPU Pro 360 Guide to 3D Engine Design Wolfgang Engel,2018-12-07 This book gathers all the content from the GPU Pro series (Vols 1-7; 2010-2016) into a convenient single source anthology covering mobile GPUs and the architecture of tile-based GPUs. It covers ready-to-use ideas and procedures that can help solve many computer graphics programming challenges. The articles by leading programmerscontained in this volume focus on newand interesting ways to solve existing rendering problems.

GPU Pro 360 Guide to Mobile Devices Wolfgang Engel,2018-09-24 This book gathers all the content from the GPU Pro series (Vols 1-7; 2010-2016) into a convenient single source anthology covering rendering techniques in computer graphics. It covers ready-to-use ideas and procedures that can help solve many computer graphics programming challenges. The articles by leading programmerscontained in this volume reflects the methods and techniques used to sample real-world phenomenon or to model special effects using these methods and techniques in their work.

GPU Pro 360 Guide to Rendering Wolfgang Engel,2018-04-27 Wolfgang Engel's GPU Pro 360 Guide to Rendering gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers real-time rendering. This volume is complete with 32 articles by leading programmers that focus on the ability of graphics processing units to process and generate rendering in exciting ways. GPU Pro 360 Guide to Rendering is comprised of ready-to-use ideas and efficient procedures that can help solve many rendering programming challenges that may arise. Key Features: Presents tips and tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, and mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real-time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

GPU Pro 7 Wolfgang Engel,2016-03-23 The latest edition of this bestselling game development reference offers proven tips and techniques for the real-time rendering of special effects and visualization data that are useful for beginners and seasoned game and graphics programmers alike.Exploring recent developments in the rapidly evolving field of real-time rendering, GPU Pro 7: Advanc

GPU Pro 360 Guide to Lighting Wolfgang Engel,2018-12-07 Wolfgang Engel's GPU Pro 360 Guide to Lighting gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology on lighting. This volume is complete with 24 articles by leading programmers that describes rendering techniques of global illumination effects suited for direct rendering applications in real time. GPU Pro 360 Guide to Lighting is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips and tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, and mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real-time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

GPU Pro 360 Guide to Geometry Manipulation Wolfgang Engel,2018-04-17 Wolfgang Engel's GPU Pro 360 Guide to Geometry Manipulation gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers geometry manipulation in computer graphics. This volume is complete with 19 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways. GPU Pro 360 Guide to Geometry Manipulation is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips and tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real-time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

GPU Pro 360 Guide to Shadows Wolfgang Engel,2018-11-20 Wolfgang Engel's GPU Pro 360 Guide to Shadows gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers various algorithms that are used to generate shadow data. This volume is complete with 15 articles by leading programmers that focus on achieving good visual results in rendering shadows. GPU Pro 360 Guide to Shadows is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips & tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in rapidly evolving field of real-time rendering Takes practical approach that helps graphics programmers solve their daily challenges

GPU PRO 360 Guide to GPGPU Wolfgang Engel,2018-10-31 Wolfgang Engel's GPU Pro 360 Guide to GPGPU gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers general purpose GPU. This volume is complete with 19 articles by leading programmers that focus on the techniques that go beyond the normal pixel and triangle scope of GPUs and take advantage of the parallelism of modern graphics processors to accomplish such tasks. GPU Pro 360 Guide to GPGPU is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips & tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in rapidly evolving field of real-time rendering Takes practical approach that helps graphics programmers solve their daily challenges

GPU Pro 360 Guide to Image Space Wolfgang Engel,2018-12-03 Wolfgang Engel's GPU Pro 360 Guide to Image Space gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers various algorithms that operate primarily in image space. This volume is complete with 15 articles by leading programmers speaks to the power and convenience of working in screen space. GPU Pro 360 Guide to Image Space is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips & tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on

various platforms Explores the latest developments in rapidly evolving field of real-time rendering Takes practical approach that helps graphics programmers solve their daily challenges

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).

The History of the GPU - New Developments Jon Peddie,2023-01-01 This third book in the three-part series on the History of the GPU covers the second to sixth eras of the GPU, which can be found in anything that has a display or screen. The GPU is now part of supercomputers, PCs, Smartphones and tablets, wearables, game consoles and handhelds, TVs, and every type of vehicle including boats and planes. In the early 2000s the number of GPU suppliers consolidated to three whereas now, the number has expanded to almost 20. In 2022 the GPU market was worth over \$250 billion with over 2.2 billion GPUs being sold just in PCs, and more than 10 billion in smartphones. Understanding the power and history of these devices is not only a fascinating tale, but one that will aid your understanding of some of the developments in consumer electronics, computers, new automobiles, and your fitness watch.

The History of the GPU - Eras and Environment Jon Peddie,2023-01-01 This is the second book in a three-part series that traces the development of the GPU, which is defined as a single chip with an integrated transform and lighting (T&L) capability. This feature previously was found in workstations as a stand-alone chip that only performed geometry functions. Enabled by Moore’s law, the first era of GPUs began in the late 1990s. Silicon Graphics (SGI) introduced T&L first in 1996 with the Nintendo 64 chipset with integrated T&L but didn’t follow through. ArtX developed a chipset with integrated T&L but didn’t bring it to market until November 1999. The need to integrate the transform and lighting functions in the graphics controller was well understood and strongly desired by dozens of companies. Nvidia was the first to produce a PC consumer level single chip with T&L in October 1999. All in all, fifteen companies came close, they had designs and experience, but one thing or another got in their way to prevent them succeeding. All the forces and technology were converging; the GPU was ready to emerge. Several of the companies involved did produce an integrated GPU, but not until early 2000. This is the account of those companies, the GPU and the environment needed to support it. The GPU has become ubiquitous and can be found in every platform that involves a computer and a user interface.

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