Directx Ver.11

Dave Prowse

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.

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

Professional XNA Programming Benjamin Nitschke,2008-02-26 Professional game developer Nitschke shares his experience with the XNA Framework, and teaches readers how to use the free XNA Game Studio Express 2.0 to build cutting edge 2D and 3D games.

Upgrading and Repairing PCs Scott Mueller,2013 Provides information on how to upgrade, maintain, and troubleshoot the hardware of personal computers, discussing the differences among them as well as their various configuration options.

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

Beginning DirectX 11 Game Programming Allen Sherrod,Wendy Jones,2011-05-12 Discover the latest and most popular technology for creating next-generation 3D games: DIRECTX 11! BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to learning the basics of DirectX 11 that will help get you started on the path to 3D video game programming and development. Written specifically for the beginner programmer, this book uses step-by-step instructions to teach the basics of DirectX 11 and introduces skills that can be applied to creating games for PCs and game console platforms such as the Xbox 360. Updated for all the newest DirectX 11 technology, this book includes coverage of improved professional coding practices, an overview of the latest DirectX components and tools, sprites, text and font rendering, 3D character rendering, cameras, audio, shaders and effects, and much more. By the time you reach the end of this book, you will have had enough experience with DirectX 11 that you should be able to explore making simple video games and demos. From there, you can progress toward making more complex games and demos until you find yourself able to complete and release your own PC or console games. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Professional XNA Game Programming Benjamin Nitschke,2007-05-22 You haven't experienced the full potential of Xbox 360 or Windows until you've created your own homebrewed games for these innovative systems. With Microsoft's new XNA Framework, the only thing limiting you is your imagination. Now professional game developer and Microsoft DirectX MVP Benjamin Nitschke shows you how to take advantage of the XNA Game Studio Express tools and libraries in order to build cutting-edge games. Whether you want to explore new worlds or speed down a city block in a souped up dragster, this book will get you up and running quickly. You'll learn how to implement 3D models, generate huge landscapes, map cool-looking shaders to your 3D objects, and much more. Nitschke also steps you through the development of your first fully functional racing game. You'll then be able to apply this information as you write your own XNA cross-platform games. What you will learn from this book Tricks for managing the game engine and user interface How to program an old school shooter game and space adventure Tips for improving racing game logic and expanding your game ideas Methods for integrating amazing visual effects using advanced shader techniques Steps for adding sound and music with XACT-bringing your game to life How to fine-tune and debug your game for optimal performance Who this book is for This book is for anyone who wants to write their own games for the Xbox 360 or Windows platforms. You should have some experience coding with C# or a similar .NET language. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

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 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;f ind 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 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

DirectX 11. 1 Game Programming Pooya Eimandar,2013 Written in step-by-step tutorial format, we will explore the creation of 3D applications and games through the development of a Windows 8 metro style game.DirectX 11.1 Game Programming Written for developers with knowledge of C++ essentails and 3D mathematics who would want to create metro style game on the Windows 8 platform.DirectX 11.1 Game Programming explores Direct3D 11.1 and Microsoft C++ component extensions along with introducing C++ accelerated massive parallelism.

XNA Game Studio 4.0 Programming Tom Miller,Dean Johnson,2010-12-12 Get Started Fast with XNA Game Studio 4.0–and Build Great Games for Both Windows® Phone 7 and Xbox 360® This is the industry's best reference and tutorial for all aspects of XNA Game Studio 4.0 programming on all supported platforms, from Xbox 360 to Windows Phone 7 and Windows PCs. The only game development book authored by Microsoft XNA development team members, it offers deep insider insights you won't get anywhere else–including thorough coverage of new Windows Phone APIs for mobile game development. You'll quickly build simple games and get comfortable with Microsoft's powerful XNA Game Studio 4.0 toolset. Next, you'll drill down into every area of XNA, including graphics, input, audio, video, storage, GamerServices, and networking. Miller and Johnson present especially thorough coverage of 3D graphics, from Reach and HiDef to textures, effects, and avatars. Throughout, they introduce new concepts with downloadable code examples designed to help you jumpstart your own projects. Coverage includes Downloading, installing, and getting started with XNA Game Studio 4 Building on capabilities provided in the default game template Using 2D sprites, textures, sprite operations, blending, and SpriteFonts Creating high-performance 3D graphics with XNA's newly simplified APIs Loading, generating, recording, and playing audio Supporting keyboards, mice, Xbox 360 controllers, Touch, accelerometer, and GPS inputs Managing all types of XNA storage Using avatars as characters in your games Utilizing gamer types, player profiles, presence information, and other GamerServices Supporting Xbox LIVE and networked games Creating higher-level input systems that seamlessly manage cross-platform issues From Windows Phone 7 mobile gaming to Xbox 360, XNA Game Studio 4.0 creates huge new opportunities for experienced Microsoft developers. This book helps you build on skills you already have, to create the compelling games millions of users are searching for.

CompTIA A+ 220-801 and 220-802 David L. Prowse,2012-07-06 Provides coverage of topics found on the test, two practice exams with answers and explanations, and access to web-based practice questions.

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CompTIA A+ 220-701 and 220-702 Exam Cram David L. Prowse,2010-12-13 CompTIA A+ 220-701 and 220-702 Exam Cram, Fifth Edition, is the perfect study guide to help you pass CompTIA's 220-701 and 220-702 versions of the A+ exams. It provides coverage and practice questions for every exam topic. The book contains an extensive set of practice questions, including 250 printed questions in three practice exams, while the CD-ROM test engine provides real-time practice and feedback with an additional 200 questions. This is the eBook version of the print title. Access to the practice test engine on the CD is available through product registration at Pearson IT Certification - or see instructions in back pages of your eBook. Limited Time Offer: Buy CompTIA A+ 220-701 and 220-702 Exam Cram and receive a 10% off discount code for the CompTIA A+ 220-701 and 220-702 exams. To receive your 10% off discount code: 1. Register your product at pearsonITcertification.com/register 2. When prompted, enter ISBN number: 9780789747921 3. Go to your Account page and click on "Access Bonus Content" Covers the critical information you'll need to know to score higher on your A+ exams! · Understand PC components, including motherboards, processors, memory, power, storage, audio, video, and I/O devices · Install, configure, maintain, troubleshoot, and fix desktop and notebook PC hardware · Install and configure Windows 7, Windows Vista, and other Windows operating systems · Use Windows utilities to troubleshoot and fix operating system problems · Understand essential networking technologies, devices, protocols, cabling, and connections · Set up small office/home office networks, including Internet and Wi-Fi connections · Troubleshoot and fix failed client-side network connections · Secure computers and networks, identify security problems, and eliminate viruses and malware · Detect and solve the most common printing problems · Perform essential preventive maintenance · Master essential safety and operational procedures for PC technicians · Prepare yourself effectively for exam day

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CompTIA A+ 220-901 and 220-902 Exam Cram Dave Prowse,2015-12-29 CompTIA A+ 220-901 and 220-902 exams retired in 2019. Search the store to find CompTIA A+ Core 1 (220-1001) and Core 2 (220-1002) books, eBooks, and video courses. This is the perfect study guide to help you pass CompTIA®'s new A+® 220-901 and 220-902 exams. It provides coverage and practice questions for every exam topic, including substantial new coverage of Windows 8/8.1, new PC hardware, tablets, smartphones, OS X, Linux, cloud computing, and professional-level networking and security. Extensive prep tools include quizzes, Exam Alerts, our great last-minute Cram Sheet, and two full practice exams in the ebook. You'll also find ten exclusive Real World Scenario case studies, all linked to simulations or video posted to the book website! Covers the critical information you'll need to know to score higher on your A+ 220-901 and 220-902 exams! Deploy and manage desktops and notebooks running Windows 8.1/8, 7, Vista, OS X, or Linux Master and practice the six-step A+ troubleshooting process Understand, install, configure, and troubleshoot motherboards, CPUs, and memory Test and troubleshoot power-related problems Use all forms of storage, including SSDs, Blu-ray devices, and RAID systems Work effectively with mobile devices, including iOS, Android, and Windows tablets and smartphones Install, configure, and troubleshoot both visible and internal laptop components Configure Windows components and applications, use Windows administrative tools, and optimize Windows systems Repair damaged Windows environments and boot errors Work with audio and video subsystems, I/O devices, and new peripherals Install and manage both local and network printers Understand and work with networks, network hardware, wireless protocols, and cloud technologies Install and configure SOHO wired/wireless networks and troubleshoot connectivity Secure desktops and mobile devices, implement authentication methods, prevent malware attacks, and protect data The eBook edition does not provide access to the test engine and practice test that accompanies the print book.

Introduction to 3D Game Programming with DirectX 11 Frank D. Luna,2012 Presents instructions on programming interactive video and computer games using DirectX 11.

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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.

3D Game Textures Luke Ahearn,2014-08-01 A broadly enhanced new edition of Luke Ahearn's cornerstone game art book 3D Game Textures is here. When digital art software was in its infancy, most digital art, especially vector art, was textureless. With the advance in software, it is now possible to incorporate texture into most types of digital art. However, if the artists cannot build their own textures, they are limited to using commercial textures. In this enhanced 3rd edition of Luke Ahearn's gem of a book, not only does Luke teach you how to create your own unique textures, he also teaches how to create shaders (the visual effects - reflections, refractions, opacity - that make textures come to life) and materials (collections of shaders that fill well together to map to a particular scene or environment). You can now expand your skill set immeasurably, and create more compelling, varied art work from scratch. Unlike anything on the market, this book provides an in-depth guide to game textures, shaders and materials- with hundreds of high-quality examples. The companion website includes: demo versions of relevant software; resource images; all images from the book.

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