

Directx

Tom Miller

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.

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 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.

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.

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 10 Frank D. Luna, 2008
Introduction to 3D Game Programming with Direct X 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.--BOOK JACKET.

DirectX? 3D Graphics Programming Bible Julio Sanchez, Maria P. Canton, 2000-06-12
Microsoft DirectX 7 gives you the APIs you need to create cutting-edge Windows 3D games and simulations using C or C++. With helpful tutorials, plenty of illustrations, and a minimum of math, this unique guide shows you how to master these APIs and take your graphics programming to the next level, whether you're an animation beginner or a veteran game developer.

Strategy Game Programming with DirectX 9.0 Todd Barron,2003 This book gives hobbyists and professional programmers the knowledge necessary to create a real time strategy game of their own.

Special Effects Game Programming with DirectX Mason McCuskey,2002-01 This book teaches readers everything they will need to know about seventeen awesome effects for game programming; including dynamically generated landscapes, fog, motion blur, and environment mapping. Detailed explanations of each trick, along with easily dissected sample code, allow readers to turn their games from everyday doldrums into bleeding edge eye candy.

Introduction to 3D game programming with DirectX 9.0 ,

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.

DirectX Complete Michael D. Root, James R. Boer, 1999 A code-level guide to using DirectX in game and multimedia application development. --

Inside DirectX Bradley Bargaen, Peter Donnelly, Terence 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).

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.

Real-time 3D Rendering with DirectX and HLSL Paul Varcholik, 2014 Get Started Quickly with DirectX 3D Programming: No 3D Experience Needed This step-by-step text demystifies modern graphics programming so you can quickly

start writing professional code with DirectX and HLSL. Expert graphics instructor Paul Varcholik starts with the basics: a tour of the Direct3D graphics pipeline, a 3D math primer, and an introduction to the best tools and support libraries. Next, you'll discover shader authoring with HLSL. You'll implement basic lighting models, including ambient lighting, diffuse lighting, and specular highlighting. You'll write shaders to support point lights, spotlights, environment mapping, fog, color blending, normal mapping, and more. Then you'll employ C++ and the Direct3D API to develop a robust, extensible rendering engine. You'll learn about virtual cameras, loading and rendering 3D models, mouse and keyboard input, and you'll create a flexible effect and material system to integrate your shaders. Finally, you'll extend your graphics knowledge with more advanced material, including post-processing techniques for color filtering, Gaussian blurring, bloom, and distortion mapping. You'll develop shaders for casting shadows, work with geometry and tessellation shaders, and implement a complete skeletal animation system for importing and rendering animated models. You don't need any experience with 3D graphics or the associated math: Everything's taught hands-on, and all graphics-specific code is fully explained. Coverage includes • The Direct3D API and graphics pipeline • A 3D math primer: vectors, matrices, coordinate systems, transformations, and the DirectX Math library • Free and low-cost tools for authoring, debugging, and profiling shaders • Extensive treatment of HLSL shader authoring • Development of a C++

rendering engine • Cameras, 3D models, materials, and lighting • Post-processing effects • Device input, component-based architecture, and software services • Shadow mapping, depth maps, and projective texture mapping • Skeletal animation • Geometry and tessellation shaders • Survey of rendering optimization, global illumination, compute shaders, deferred shading, and data-driven engine architecture

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.

Learn Computer Game Programming with DirectX 7.0 Ian Parberry, 2000 Another addition to the Wordware Game Developer's Library, Learn Computer Game Programming with DirectX 7.0 provides beginning programmers with the foundations of computer game programming using Microsoft's DirectX 7.0 software. Computer science professor Ian Parberry details the construction of a game demo in 14 easy stages using DirectDraw, DirectSound, the Windows API, and the Windows registry, including a detailed explanation of the program's C++ code. With this book, learn how to: Create a primary surface in DirectDraw and display a background image. Implement page flipping to produce smooth transitions between frames. Regulate animation speed using the timer class. Enhance your sprite animation using clipping and transparent

blitting. Simulate AI using timers and pseudorandom number generators. Wrap a game shell around your game engine. Set up DirectSound for playing and mixing sounds. Manage user input from the mouse, buttons, or joystick. Ian Parberry is a professor of computer science at the University of North Texas, where he has established a unique curriculum focusing on the computer game development industry. Parberry is internationally recognized as one of the top academics in his field of computer game programming.

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!

Advanced 3-D Game Programming Using DirectX 7.0 Adrian Perez, Dan Royer, 2000 This latest addition to the Wordware Game Developer's Library describes how to create computer games with cutting-edge 3-D algorithms and effects. *Advanced 3-D Game Programming Using DirectX 7.0* is intended specifically for those who know how to program with C++ but have not yet explored game or graphics programming. The authors include coverage of artificial intelligence, client-server networking using UDP, multi-texture effects, multi-resolution surface techniques, alpha blending, and more. Along with

several sample applications that target specific algorithms, full source code is provided for a client-server networked 3-D first-person game that demonstrates many of the techniques discussed in the book, while giving the reader the opportunity to make their own additions. The CD includes: Full source code in C++, including a complete game demonstrating techniques covered in the bookMicrosoft's DirectX 7a SDKSource code to other 3-D engines, including Quake, GL Quake, Quakeworld, Descent 1, Descent 2, Golgotha, and Crystal SpaceSelect articles on advanced gaming topics contributed by members of the graphics and game programming industryPaint Shop Pro evaluation edition for making texturesAdrian Perez, also known as [Cuban] in the computer game industry, has worked on the Direct3D team at Microsoft and in the graphics department at Lucent. He is a computer science major at Carnegie Mellon University in Pittsburgh, and a contributor to Game Developer magazine. Dan Royer is a developer at 3D Ion, a 3-D graphics company in Israel, and a contributor to flipcode.com, an online game programming news site.

Microsoft Visual Basic Game Programming with DirectX Jonathan S. Harbour, 2002 Explaining how to install and set up Visual Basic 6.0, this book takes the reader through the development of a complete game before jumping into more advanced topics.

Embracing the Track of Phrase: An Mental Symphony within **Directx**

In a world consumed by screens and the ceaseless chatter of instant transmission, the melodic beauty and mental symphony created by the prepared term usually fade into the background, eclipsed by the persistent sound and disturbances that permeate our lives. Nevertheless, nestled within the pages of **Directx** a wonderful literary value full of fresh feelings, lies an immersive symphony waiting to be embraced. Crafted by a masterful musician of language, this charming masterpiece conducts readers on a mental journey, well unraveling the concealed tunes and profound impact resonating within each carefully crafted phrase. Within the depths of the touching evaluation, we will explore the book is key harmonies, analyze its enthralling writing style, and surrender ourselves to the profound resonance that echoes in the depths of readers souls.

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