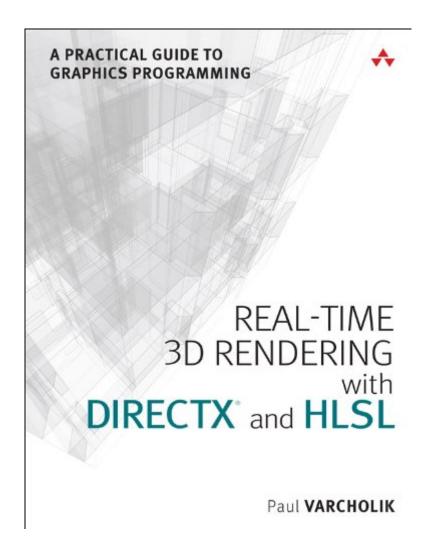
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Real-Time 3D Rendering With DirectX And HLSL: A Practical Guide To Graphics Programming (Game Design)





Synopsis

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, youâ ™II discover shader authoring with HLSL. Youâ ™II implement basic lighting models, including ambient lighting, diffuse lighting, and specular highlighting. Youâ ™II write shaders to support point lights, spotlights, environment mapping, fog, color blending, normal mapping, and more. Then youâ ™II employ C++ and the Direct3D API to develop a robust, extensible rendering engine. Youâ ™II learn about virtual cameras, loading and rendering 3D models, mouse and keyboard input, and youâ ™II create a flexible effect and material system to integrate your shaders. Finally, youâ ™II extend your graphics knowledge with more advanced material, including post-processing techniques for color filtering, Gaussian blurring, bloom, and distortion mapping. Youâ ™II 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 donâ ™t need any experience with 3D graphics or the associated math: Everythingâ TMs taught hands-on, and all graphics-specific code is fully explained. Coverage includes ⠢ Â The Direct3D API and graphics pipeline⠢ Â Â A 3D math primer: vectors, matrices, coordinate systems, transformations, and the DirectX Math library⠢ Â Â Free and low-cost tools for authoring, debugging, and profiling shaders⠢ Â Ê Extensive treatment of HLSL shader authoring⠢ Â Development of a C++ rendering engine⠢ Â Â Cameras, 3D models, materials, and lighting⠢ Â Post-processing effects ⠢ Â Â Device input, component-based architecture, and software services⠢ Â Â Shadow mapping, depth maps, and projective texture mapping⠢ Â Skeletal animation⠢ Â Geometry and tessellation shaders⠢ Â Â Survey of rendering optimization, global illumination, compute shaders, deferred shading, and data-driven engine architecture

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Customer Reviews

The book is great for a novice course . Somebody wrote NVIDIA FX Compose won't work on Windows 8.1, but the book site pointed a version that actually works. The aspects of DX 11 HLSL programming are introduced in a step by step way. The approach is hands on code instead a deep mathematical explanation. This very good for persons with a relative low knowledge in mathematics, besides graphic programming is heavily dependant on mathematics and physics. Is indeed a good option for introductory course. Unfortunately, the instructor materials are difficult to obtain and I need them for a class. Hope I could get it before the classes start.

I just bought digital and printed version of this book. Content looks great but a lot of samples depends on NVIDIA FX Composer that do not works on Windows 8.1.I'm trying to use something different, but...

Great book, detailed chapters, I use this book along with the new game engine architecture by jason gregory. In order to code directx 11.1 and 11.2 you still need the directx 11 foundation.

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