Direct3D Rendering Cookbook

Von Justin Stenning
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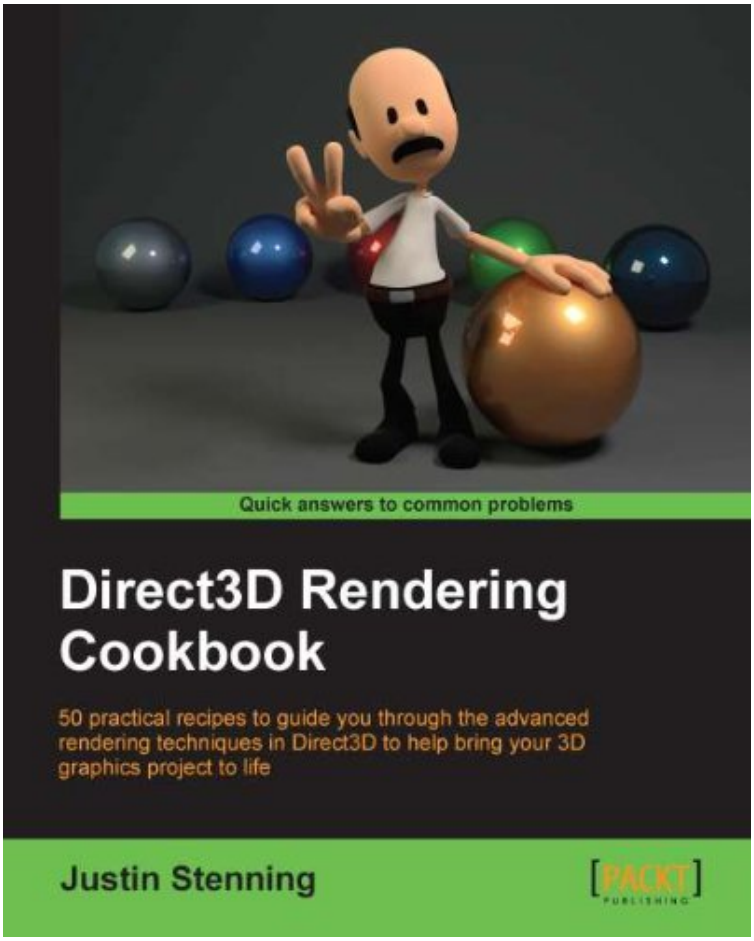

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Von Justin Stenning : Direct3D Rendering Cookbook before purchasing it in order to gage whether or not it would be worth my time, and all praised Direct3D Rendering Cookbook:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Umfangreich und toll erklrtVon Stephan SchlewingHabe das Buch noch nicht komplett durch, aber was ich bislang gesehen habe ist klasse!Das Inhaltsverzeichnis verspricht alles von der Einfhrung, Architektur der GPU, Shaderprogrammierung bis hin zur Verwendung von Kollisionsberechnung um nur einige zu nennen. Alles wird so erklrt, dass man zur SharpDX auch die entsprechende native / unmanaged Referenz kennenlernt und die Beispiele sind gut erlutert und detailliert schrittweise beschrieben.Einziges Manko: Wer sich auch mit einer E-Book Variante des Buches anfreunden kann, kann hier jede Menge Geld sparen (Stand August 2014)

Kurzbeschreibung50 practical recipes to guide you through the advanced rendering techniques in Direct3D to help bring your 3D graphics project to lifeAbout This BookLearn and implement the advanced rendering techniques in Direct3D 11.2 and bring your 3D graphics project to lifeStudy the source code and digital assets with a small rendering framework and explore the features of Direct3D 11.2A practical, example-driven, technical cookbook with numerous illustrations and example images to help demonstrate the techniques describedWho This Book Is ForDirect3D 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.What You Will LearnSet up a Direct3D application and perform real-time 3D rendering with C# and SharpDXLearn techniques for debugging your Direct3D applicationRender a 3D environment with lights, shapes, and materialsExplore character animation using bones and vertex skinningCreate additional surface detail using tessellation with displacement mapping and displacement decalsImplement image post-processing tasks within compute shadersUse real-time deferred rendering techniques to implement improved shading for lighting and shadowsLearn to Program the graphics pipeline with shaders using HLSL implemented by Shader Model 5In DetailThe latest 3D graphics cards bring us amazing visuals in the latest games, from Indie to AAA titles. This is made possible on Microsoft platforms including PC, Xbox consoles, and mobile devices thanks to Direct3D a component of the DirectX API dedicated to exposing 3D graphics hardware to programmers. Microsoft DirectX is the graphics technology powering all of today's hottest games. The latest version DirectX 11features tessellation for film-like geometric detail, compute shaders for custom graphics effects, and improved multithreading for better hardware utilization. With it comes a number of fundamental game changing improvements to the way in which we render 3D graphics.Direct3D Rendering Cookbook provides detailed .NET examples covering a wide range of advanced 3D rendering techniques available in Direct3D 11.2. With this book, you will learn how to use the new Visual Studio 2012 graphics content pipeline, how to perform character animation, how to use advanced hardware tessellation techniques, how to implement displacement mapping, perform image post-processing, and how to use compute shaders for general-purpose computing on GPUs.After covering a few introductory topics about Direct3D 11.2 and working with the API using C# and SharpDX, we quickly ramp up to the implementation of a range of advanced rendering techniques, building upon the projects we create and the skills we learn in each subsequent chapter. Topics covered include using the new Visual Studio 2012 graphics content pipeline and graphics debugger, texture sampling, normal mapping, lighting and materials, loading meshes, character animation (vertex skinning), hardware tessellation, displacement mapping, using compute shaders for post-process effects, deferred rendering, and finally bringing all of this to Windows Store Apps for PC and mobile. After completing the recipes within Direct3D Rendering Cookbook, you will have an in-depth understanding of a range of advanced Direct3D rendering topics.Kurzbeschreibung50 practical recipes to guide you through the advanced rendering techniques in Direct3D to help bring your 3D graphics project to lifeAbout This BookLearn and implement the advanced rendering techniques in Direct3D 11.2 and bring your 3D graphics project to lifeStudy the source code and digital assets with a small rendering framework and explore the features of Direct3D 11.2A practical, example-driven, technical cookbook with numerous illustrations and example images to help demonstrate the techniques describedWho This Book Is ForDirect3D Rendering Cookbook is for C# .NET developers who want to learn the advanced rendering techniques made possible with DirectX 11.2. 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learn in each subsequent chapter. Topics covered include using the new Visual Studio 2012 graphics content pipeline and graphics debugger, texture sampling, normal mapping, lighting and materials, loading meshes, character animation (vertex skinning), hardware tessellation, displacement mapping, using compute shaders for post-process effects, deferred rendering, and finally bringing all of this to Windows Store Apps for PC and mobile. After completing the recipes within Direct3D Rendering Cookbook, you will have an in-depth understanding of a range of advanced Direct3D rendering topics.ber den Autor und weitere MitwirkendeJustin Stenning Justin Stenning, a software enthusiast since DOS was king, has been working as a software engineer since he was 20. He has been the technical lead on a range of projects, from enterprise content management and software integrations to mobile apps, mapping, and biosecurity management systems. Justin has been involved in a number of open source projects, including capturing images from fullscreen Direct3D games and displaying ingame overlays, and enjoys giving a portion of his spare time to the open source community. Justin completed his Bachelor of Information Technology at Central Queensland University, Rockhampton. When not coding or gaming, he thinks about coding or gaming, or rides his motorbike. Justin lives with his awesome wife, and his cheeky and quirky children in Central Victoria, Australia.