

3d Spieleprogrammierung Mit Direct X In C C

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Intel is removing native support for DirectX 9 (DX9) from its new Arc graphics cards and Xe integrated graphics on 12th Gen processors, with support now coming from emulation thanks to DirectX 12.

[Intel turns to emulation for DirectX 9 games after ditching native support](#)

Ready or Not is an incredibly realistic shooter available for Windows. Players will become members of the SWAT police and perform various dangerous missions. The game has a very well-developed ...

[Should You Play Ready or Not on DirectX 11 or 12? - Answered](#)

Recently a team from MIT has taken the first steps down that path by unveiling a fundamental rethinking of 3D printing that specifically addresses the issues currently holding all our machines ...

[MIT Is Building A Better 3D Printer](#)

In the last few years, 3D printing has crossed a rubicon into the mainstream consciousness. Schools and libraries often have 3D printers, and the barrier to entry for hobbyists is lower than ever ...

[Best 3D Printer for 2022](#)

Intel has officially dropped native DirectX 9 hardware support for its integrated Xe GPUs on its 12th Gen Core "Alder Lake" CPUs, as well as its upcoming Arc A-series desktop GPUs. In its place ...

[Intel Arc GPUs use DirectX 9 to DirectX 12 emulator, no native DX9 API](#)

NVIDIA unveiled RTX Remix, a platform to help modders remaster games, and add ray tracing features to DirectX 8 and 9 games ... apps such as Adobe Substance 3D Painter, Autodesk Maya, 3ds Max ...

[NVIDIA RTX Remix to help modders add ray tracing to old DirectX 8 and 9 games](#)

These were then tested on the MIT lab building, with the researchers measuring their performance. These 3D configurations resulted in a boost in power output ranging from double to more than 20 ...

[MIT Is Building 3D Solar Towers, and So Far They Have Achieved Phenomenal Results](#)

The new technique, inspired by nature, involves multiple drones working together to build from a single blueprint. A mini-swarm's worth of drones have been trained to work together to 3D-print ...

[Watch this team of drones 3D-print a tower](#)

Permeable three-dimensional (3D) monoliths produced from organic substances can be used for a broad range of energy storage, thermal insulation, and bioengineering applications. However, the lack of ...

[3D Printed Sustainable Monoliths for Energy Applications](#)

Researchers at the University of the Basque Country have developed a technique that allows them to 3D print pharmaceutical tablets using different types of starch. By modifying the types of starch ...

[3D Printed Tablets for Controlled Drug Release](#)

Ground plastic bits go in one end, finished 3D-prints come out the other. That's the idea behind [HomoFaciens]' latest build: a direct-extrusion 3D-printer. And like all of his builds ...

[No Filament Needed In This Direct Extrusion 3D-Printer](#)

Using a novel 3D imaging technology, researchers at Karolinska Institutet, among others, have been able to comprehensively characterize a part of the brain that shows perhaps the earliest ...

[3D imaging helps to better understand the early stages of Alzheimer's disease](#)

SOSLAB, a self-driving technology startup that has won recognition for its global-standard LiDAR technology, on the 15 th announced the launch of its next-generation 3D Solid-state LiDAR, ...

[SOSLAB Launches Next-generation 3D Solid-state LiDAR ML-X](#)

Led by Prashanth Ravi, Ph.D., research associate in the Department of Radiology, and Frank J. Rybicki, MD, professor and vice chair of quality and safety in the Department of Radiology, the ...

Dieses Buch liefert einen umfassenden Einblick in die Spieleprogrammierung mit DirectX 11 und C++. Angefangen bei den mathematischen Grundlagen ber 3D-Grafik, Eingabe, Texturen, Beleuchtung, Rendern bis hin zu Sound und Animation sowie zur objektorientierten Spieleprogrammierung erf hrt der Leser alles, was er braucht, um eigene Spiele zu programmieren. Des Weiteren werden mehrere Praxisbeispiele erstellt, um ihm konkret zu zeigen, wie er am besten vorgeht. C++-Kenntnisse werden vorausgesetzt.

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. 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

The 7th International Conference on Entertainment Computing, under the auspices of the International Federation for Information Processing (IFIP), was held September 25–27, 2008 in Pittsburgh, Pennsylvania. Based on the very successful first international workshop (IWEC 2002) and the following international conferences (ICEC 2003 through ICEC 2007), ICEC 2008 was an international forum for the exchange of experience and knowledge amongst researchers and developers in the field of entertainment computing. ICEC is the longest established and most prestigious conference in the field of entertainment computing. The conference provides an interdisciplinary forum for advanced research in entertainment computing, broadly defined. ICEC is truly international with leading experts from 14 nations representing academia and industry attending this year's conference. These leaders presented their newest research, insights, products and demonstrations. Although the field of entertainment computing is thought of as new, in fact modern digital computer games go back over 45 years with games such as Spacewar developed in 1961. This is not to say entertainment computing is limited to computer games. As evidenced by papers in this volume, entertainment computing covers virtually every aspect of today's recreational diversions.

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