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Frank D. Luna is a program-mer
for Hero Interactive. He has been
programming interactive 3D

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graphics for over eight years and
has been using DirectX since its
fifth iteration. He is the author of
Introduction to 3D Game
Programming with DirectX 9.0
from Wordware Publishing, Inc.,
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been a while since my last article,
but coming back I have decided to
write an article, or a series...

Background. It is assumed that the
reader of this article is familiar
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with an emphasis on game
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The book is divided into three
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hardware tessellation, the compute
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techniques such as screen-space
ambient occlusion, level-of-detail

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coordinate system in space, and translate all the vectors so that their tails coincide with the origin (Figure 1.2). Then we can identify a vector by specifying the coordinates of its head, and write $v = (x, y, z)$ as shown in Figure 1.3. Now we can represent a vector

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chapter, we study cube maps, which are basically arrays of six textures interpreted in a special way. With cube mapping, we can easily texture a sky or model reflections. 1.

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Unity3D is a powerful tool for creating games. In this module, you will create your first actual game from start to finish, called Roller Madness. This ball rolling game will introduce you to the concepts of physics, health and

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spawners, a user interface, and a
variety of visual and audio effects.

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The `g_d3dDevice`,
`g_d3dDeviceContext`, and

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g_d3dSwapChain are the absolute minimum variables required for the most basic DirectX 11 application. A ID3D11Device instance is used for allocating GPU resources such as buffers, textures, shaders, and state objects (to name a few).

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with DirectX. To follow this
tutorial, you will need a
programming IDE, the DirectX
SDK (since Windows 8, the
DirectX SDK is included as part of

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the Windows SDK) and a basic knowledge of C++.. Windows Game Programming Fundamentals. Before learning how to program DirectX games, basic knowledge about Win32 programming must be acquired.

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