

Practical Rendering And Computation With Direct3d 11

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Practical Rendering and Computation with Direct3D 11 by ...

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Description. Direct3D 11 offers such a wealth of capabilities that users can sometimes get lost in the details of specific APIs and their implementation. While there is a great deal of low-level information available about how each API function should be used, there is little documentation that shows how best to leverage these capabilities. Written by active members of the Direct3D community, Practical Rendering and Computation with Direct3D 11 provides a deep understanding of both the high ...

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3 The Rendering Pipeline. The Direct3D 11 Rendering Pipeline is the mechanism used to process memory resources into a rendered image with the GPU. The pipeline itself is made up of a number of smaller logical units, called pipeline stages. Data is processed by progressing through the pipeline one stage at a time and is manipulated in some way at each stage.

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3.10 Rasterizer - Practical Rendering and Computation with ...

Hieroglyph 3 is a Direct3D 11 rendering framework, and rendering frameworks are used to produce samples that implement rendering algorithms. The samples that are included with the main Hieroglyph 3 distribution are described here.

Sample Programs | Chronicles of the Hieroglyph

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Written by active members of the Direct3D community, Practical Rendering and Computation with Direct3D 11 provides a deep understanding of both the high and low level concepts related to using Direct3D 11. The first part of the book presents a conceptual introduction to Direct3D 11, including an overview of the Direct3D 11 rendering and computation pipelines and how they map to the underlying hardware.

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