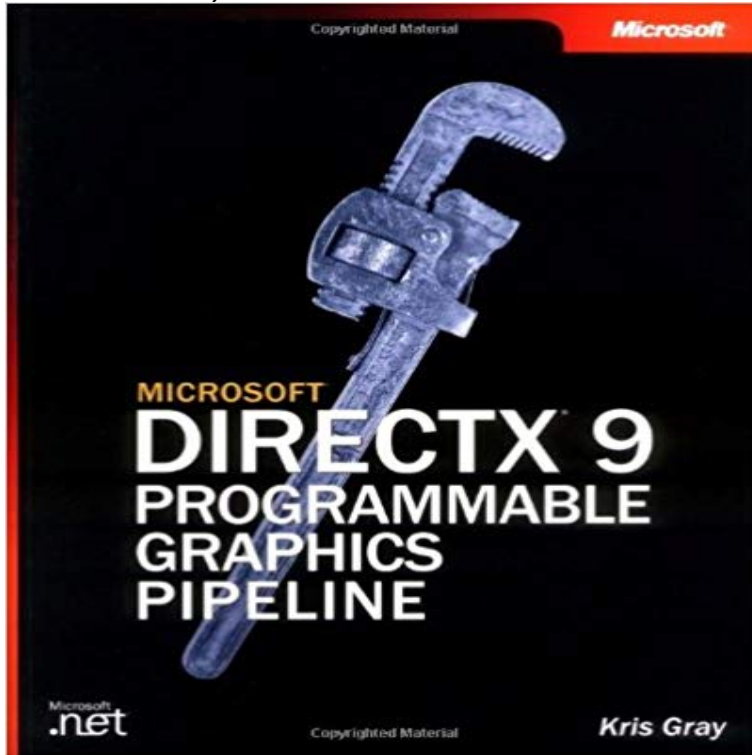


Microsoft® DirectX® 9 Programmable Graphics Pipeline (Developer Reference)



Learn how to use programmable shaders in the DirectX 9 graphics pipeline and deliver awesome 3-D graphics to your animations, games, and other multimedia applications. This book distills hundreds of hours of hands-on guidance from the developers on the Microsoft DirectX team as well as insights from leading-edge video card manufacturers into step-by-step instruction and best practices for exploiting the programmable pipeline. You'll see how to program shaders in assembly-language as well as the new high-level shader language (HLSL) and you get complete code walk-throughs for all the sample programs and the DirectX 9 SDK on CD. Discover how to:

- Program vertex shaders to create transformations, apply vertex fog, or deform geometry
- Generate 2-D image effects such as output color inversion with pixel shaders
- Use HLSL to add a semi-transparent glow effect by combining a vertex shader and frame buffer blending
- Produce a metallic paint effect by combining a vertex shader, a pixel shader, and a texture shader with multilayer texture blending
- Incorporate reflective surfaces into your 3-D scenes by applying an environment-map effect
- Experiment with the EffectEdit SDK sample to load and edit effect files and preview results on the fly
- Package multiple object-rendering techniques into a single effect for simpler pipeline state management

CD inside: Get code for all the sample programs plus SDK About Programmable Shaders. With programmable shaders, you get unprecedented control over rendering options in DirectX 9. You can use vertex shaders to deform geometry, apply procedural textures with pixel and texture shaders, and use effects to encapsulate shader and pipeline state-making code reuse a snap. CD features:

- Sample programs that demonstrate: Vertex shader transformations, lighting, fog, vertex displacement, and vertex blending
- Pixel

shader texturing, 2-D image processing, and lighting Texture shader generation of procedural textures Encapsulating assembly-language and HLSL shaders into an effect Interactive development of an effect using EffectEdit DirectX 9 SDK Fully searchable eBook A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

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