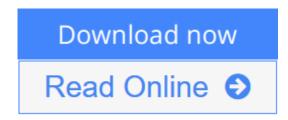# Practical Rendering and Computation with Direct3D 11

By Jason Zink, Matt Pettineo, Jack Hoxley

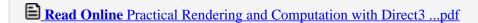**Practical Rendering and Computation with Direct3D 11** By Jason Zink, Matt Pettineo, Jack Hoxley

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 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. It also provides a detailed look at all of the major components of the library, covering resources, pipeline details, and multithreaded rendering. Building upon this material, the second part of the text includes detailed examples of how to use Direct3D 11 in common rendering scenarios. The authors describe sample algorithms in-depth and discuss how the features of Direct3D 11 can be used to your advantage.

All of the source code from the book is accessible on an actively maintained open source rendering framework. The sample applications and the framework itself can be downloaded from http://hieroglyph3.codeplex.com

By analyzing when to use various tools and the tradeoffs between different implementations, this book helps you understand the best way to accomplish a given task and thereby fully leverage the potential capabilities of Direct3D 11.

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Editorial Review

Review

Practical Rendering and Computation with Direct3D 11 packs in documentation and in-depth coverage of basic and high-level concepts related to using Direct 3D 11 and is a top pick for any serious programming collection. … perfect for a wide range of users. Any interested in computation and multicore models will find this packed with examples and technical applications.
?*Midwest Book Review*, October 2011

The authors have generously provided us with an optimal blend of concepts and philosophy, illustrative figures to clarify the more difficult points, and source code fragments to make the ideas concrete. Of particular interest is the chapter on multithreaded rendering, a topic that is essential in a multicore world. Later chapters include many examples such as skinning and displacement, dynamic tessellation, image processing (to illustrate DirectCompute), deferred rendering, physics simulations, and multithreaded paraboloid mapping. As if all this is not enough, the authors have made available their source code, called Hieroglyph 3. Books do not get any better than this!
?David Eberly, *Geometric Tools*

Users Review

From reader reviews:

Robert Miller:

This Practical Rendering and Computation with Direct3D 11 book is simply not ordinary book, you have after that it the world is in your hands. The benefit you have by reading this book is usually information inside this reserve incredible fresh, you will get information which is getting deeper a person read a lot of information you will get. That Practical Rendering and Computation with Direct3D 11 without we understand teach the one who studying it become critical in imagining and analyzing. Don't possibly be worry Practical Rendering and Computation with Direct3D 11 can bring when you are and not make your tote space or bookshelves' grow to be full because you can have it within your lovely laptop even cellphone. This Practical Rendering and Computation with Direct3D 11 having great arrangement in word and layout, so you will not feel uninterested in reading.

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