

## Practical rendering and computation

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Direct3D 11 offers such a wealth of features that users can sometimes get lost in the details of specific APIs and their implementation. While there is a lot of low-level information on how to use each API feature, there is little documentation that shows how best to use these features. Written by active members of the Direct3D community, practical visualization and computation with Direct3D 11 provides a deep understanding of both high- and low-level concepts associated with Direct3D 11. The first part of the book presents a conceptual introduction to Direct3D 11, including an overview of Direct3D 11 renderings and computational pipelines and how they map the base hardware. It also provides a detailed overview of all the major components of the library covering resources, pipeline details, and multi-read visualization. Based on this material, the second part of the text contains detailed examples of the use of Direct3D 11 in general rendering scenarios. The authors describe examples of algorithms in detail and discuss how Direct3D 11 features can be used to your advantage. All source code from the book is available in actively supported open source rendering. Selective applications and the structure itself can be downloaded from Analysis, when using different tools and trade-offs between different implementations, this book will help you understand the best way to accomplish this task and thus take full advantage of the potential of Direct3D 11. This review is also available in French at lab521. The CRC Press Marketing team sent me a few days ago a new programming book about Direct3D 11 or rather about... euh... Direct3D 11? @ visualization and computing with Direct3D 11 is a very recent book (published a few weeks ago, at the end of July 2011) and its ISBN is 978-1-56881-720-0. You can buy it from CRC Press or from Amazon. Compared to the previous book (3D Engine Design for Virtual Globes), which was really pragmatic with tons of code fragments, this book about Direct3D 11 contains fewer pieces of code, but has text, a lot of text. This book covers all the details a developer needs to know to get the most out of Direct3D 11. The book presents the main types of pipelines (from a high level point of view) in D3D11: pipeline rendering (pages 117 to 262, about 145 pages!) and a computational conveyor (pages 287 to 309, fewer pages!). Resource management is also detailed (pages 27 to 115). D3D11 comes with two resources: buffers (top buffers, etc.) and textures (1D, 2D, etc.). Resource views allow the developer (and D3D11) to know where the resource can be used in the rendering pipeline. Because for the resource must be tied to a place in the rendering pipeline (in the pipeline stage or outside it). The book contains good illustrations as this Direct3D 11 is available with two interfaces with a basic GPU: the device and the context of the device. The device manages resources, while the context of the device uses the resources created by the device. The context of the device includes two types of context: direct context and deferred context. The immediate context is used to send commands to the D3D11 driver for immediate execution, while the deferred context keeps commands on lists for later execution. Another very interesting part of the book is about multi-part visualization. Tessellation (which is seen on pages 263 to 285) and multi-heap visualization are two killer features of Direct3D 11. A multi-read visualization depends on managing the deferred context (in short, deferred context per thread) with one direct context in the main rendering thread. I have to say that I was a little clueless about how multipurpose rendering can be done in D3D11. Now, thanks to this book, everything is clearer. I feel that the D3D11 a lot of threaded visualization will find its place in one of my tools... The multi-read visualization with deferred contexts The book also covers some practical cases, such as delayed visualization (pages 491 to 541), water modeling with computational shaders (pages 544 to 560) or particle systems. Then, if you want to be on pace with Direct3D 11, just get it, it's worth reading! Oddly enough, I didn't find any information in the book about the three authors (Jason Cinque, Matt Pettino and Jack Hawksley). Not even a short 140-char bio. I always like to know a little more about authors. Well there are some photos on Amazon... Here's the content table: Here's the ultimate review, here are a few pages of foreword: Get practical visualization and computation with Direct3D 11 now with O'Reilly online learning. O'Reilly members experience live online learning as well as books, videos and digital content from 200 publishers. Direct3D 11 offers such a wealth of features that users can sometimes get lost in the details of specific APIs and their implementation. While there is a lot of low-level information on how to use each API feature, there is little documentation that shows how best to use these features. 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