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[font=Arial] In our last example on normal mapping and displacement mapping, we made use of the new Direct3D 11 tessellation stages when implementing our displacement mapping movefanatic.com the purposes of the example, we did not examine too closely the concepts involved in making use of these new features, namely the Hull and Domain shaders. Apr 11, Leverage the full power of C++ to build high-end games powered by DirectX to run on a variety of devices in the Windows family, including desktops, tablets, and phones. In this blog post we will dive into DirectX development with C++ in Visual Studio. First well look at how to acquire the tools. Sep 16, With these definitions out of the way, we can now dive into the displacement mapping effect from our previous example and examine just how the tessellation stages generate the displacement mapped geometry we see on the screen. My name is Kenny Kerr and in this module we're going to dive into DirectX by examining the devices that need to be created in order to both render and compose your application. While DirectComposition doesn't offer rendering services directly, it still very much relies on a direct 3D backend, and as such requires a connection back to a Direct3D /5(33).

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