

Faculty of Mathematics and Physics
Charles University in Prague
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Graphics for Games

Lab 03 – HLSL Part I

Resources

Permanent Slide

- DirectX 11 Pipeline
 - [https://msdn.microsoft.com/en-us/library/windows/desktop/ff476882\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/ff476882(v=vs.85).aspx)
- DirectX Tutorials
 - <http://www.rastertek.com/tutdx11.html>
- HLSL
 - [https://msdn.microsoft.com/en-us/library/windows/desktop/bb509561\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/desktop/bb509561(v=vs.85).aspx)

Setting up RasterTek Tutorial

MS DirectX SDK (June 2010)

- You have to supply correct MS DirectX SDK directories for every downloaded tutorial
- Right-click the project => Properties => VC++ Directories
- **Include Directories** => Edit
 - Add: C:\Program Files (x86)\Microsoft DirectX SDK (June 2010)\Include
- **Library Directories** => Edit
 - Add: C:\Program Files (x86)\Microsoft DirectX SDK (June 2010)\Lib\x86
- Build (warnings will appear mentioning some DXGI redefinitions, but succeeds)

Setting up RasterTek Tutorial

List of tutorials to go through

- Tutorial 04 -> Shader's basics
- Tutorial 05 -> Sampler
- Tutorial 10 -> Specular lightning (Phong)
- Tutorial 22 -> Render To Texture
- Tutorial 40 -> Shadow Mapping
- Tutorial 41 -> Multiple lights

- Homework: Alter tutorial 41 to be able to work with N lights