

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

Lab 04 – HLSL Part II

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 16 -> Frustrum Culling
- Tutorial 37 -> Instancing
- Tutorial 43 -> Projective Texturing
- Tutorial 44 -> Projected Lightmaps
- Tutorial 50 -> Deferred Shading

- Homework: Alter tutorial 50 to work with N lights from previous homework