

Pipeline Studio Tutorial

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learn how to use programmable shaders in the directx 9 graphics pipeline and deliver awesome 3d graphics to your animations games and other multimedia applications this book distills hundreds of hours of hands-on guidance from the developers on the microsoft directx team as well as insights from leading edge video card manufacturers into step by step instruction and best practices for exploiting the programmable pipeline you'll see how to program shaders in assembly language as well as the new high level shader language hlsl and you get complete code walk throughs for all the sample programs and the directx 9 sdk on cd discover how to program vertex shaders to create transformations apply vertex fog or deform geometry generate 2d image effects such as output color inversion with pixel shaders use hlsl to add a semi transparent glow effect by combining a vertex shader and frame buffer blending produce a metallic paint effect by combining a vertex shader a pixel shader and a texture shader with multilayer texture blending incorporate reflective surfaces into your 3d scenes by applying an environment map effect experiment with the effectedit sdk sample to load and edit effect files and preview results on the fly package multiple object rendering techniques into a single effect for simpler pipeline state management cd inside get code for all the sample programs plus sdk about programmable shaders with programmable shaders you get unprecedented control over rendering options in directx 9 you can use vertex shaders to deform geometry apply procedural textures with pixel and texture shaders and use effects to encapsulate shader and pipeline state making code reuse a snap cd features sample programs that demonstrate vertex shader transformations lighting fog vertex displacement and vertex blending pixel shader texturing 2d image processing and lighting texture shader generation of procedural textures encapsulating assembly language and hlsl shaders into an effect interactive development of an effect using effectedit directx 9 sdk fully searchable ebook for customers who purchase an ebook version of this title instructions for downloading the cd files can be found in the ebook

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given that institutions of higher education have a predisposition to compartmentalize and delineate areas of study creative technology may seem oxymoronic on the contrary the very basis of western thought is found in the idea of transcendent knowledge the marriage of opposing disciplines therefore acts as a more holistic approach to education creative technologies for multidisciplinary applications acts as an inspiration to educators and researchers who wish to participate in the future of such multidisciplinary disciplines because creative technology encompasses many applications with the realm of art gaming the humanities and digitization this book features a diverse collection of relevant research for the modern world it is a pivotal reference publication for educators students and researchers in fields related to sociology technology and the humanities

this tutorial based book allows readers to create a first person game from start to finish using industry standard and free to student tools of unity substance painter and maya the first half of the book lays out the basics of using maya and substance painter to create game ready assets this includes polygonal modeling uv layout and custom texture painting the book then covers rigging and animation solutions to create assets to be placed in the game including animated first person assets and motion captured npc animations finally readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book written by industry professionals with real world experience in building assets and games build a complete game from start to finish learn what the pros use construct all assets using the tools used at game studios across the world all software used are free to students when complete students will have a playable version of an fps game jingtian li is a graduate of china's central academy of fine arts and new york's school of visual arts where he earned an mfa in computer art he currently is an assistant professor of 3d animation game design at the university of the incarnate word in san antonio texas adam watkins is a 20 year veteran of 3d education he holds an mfa in 3d animation and a bfa in theatre arts from utah state university he currently is the coordinator and professor of the 3d animation game department at the university of the incarnate word in san antonio texas kassandra arevalo is an instructor of 3d animation game design at the university of the incarnate word in san antonio texas she previously worked as an animator at immersed games matt tovar is an industry veteran animator he has worked at naughty dog infinity ward and sony interactive on such games as the last of us call of duty modern warfare and most recently marvel's avengers with crystal dynamics he is an assistant professor of 3d animation at the university of the incarnate word in san antonio texas

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focusing on direct3d 8 x this book shows a wide array of specialized vertex and pixel shader programming tricks from industry experts

cd rom contains files related to tutorials presented in text

more than just a step by step tutorial on rigging in maya inspired 3d advanced rigging and deformations helps you develop the skills you need to successfully manage your rigging process from start to finish you ll learn the reasons behind each step in developing a character rig and learn how that rig fits into the entire pipeline process the authors provide a unique glimpse at the real world problems and choices that professional character technical directors face as well as the solutions they have developed for dealing with high end digital characters a follow up to inspired 3d character setup this book takes this difficult and sough after skill and provides in depth explanations and techiques

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