





Figure 1 Initializing DX

2. Set up the Opencl environment as shown in [Figure 2](#). Use `vertexBufPtr` to create an `ID3D11Buffer` with a pointer. Use `IASetVertexBuffers` to bind it to the device. Use `pfn_clCreateFromD3D11BufferKHR` to create an Opencl buffer with DirectX11 for surface sharing.

5 Sample Effect

The screen shots below show sample effects.



