Direct X Final Study Guide

Objective

This is just a quick rundown of what you should expect, and be prepared to encounter in your written and programming finals for this class.

Written Exam

The written exam will be covering questions from all possible reading material up to this point, as well as lecture material. Be sure to look over the **slides** as well as the **reading assignments** from both books. Other pointers include:

* We’ve used a few vector math operators in HLSL and C++ code by this point. Know the differences between them, and what they do mathematically.
* How many different kinds of lights are there, and how do they work?
* Math with matrices is different from normal math. Do you know how?
* Know your pipeline, and the functions involved.

Programming Exam

The programming exam will cover material from all the labs up to this point. The best preparation is to be caught up on the labs. Two things to keep in mind are that **Model Loading** and **lighting** are **guaranteed** on the final. You WILL see both of those. Other key points are:

* Can you setup and use all the different types of shaders (minus hull and domain shaders)?
* A procedurally generated grid is always a possibility. Can you make one of those?
* Can you use textures? How about multiple textures on the same object?
* Camera movement by this point should be something you have working properly.
* You’re not still using the square 500-500 resolution from lab 1 are you?
* Remember if we have more than one viewport, and we want them to display different things, the view and projection will have to be different.
* Seriously though, know how to load a model and light objects.