Direct X Midterm Study Guide

Objective

This is just a quick rundown of what you should expect, and be prepared to encounter in your written and programming midterms 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.
* 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. One thing to keep in mind is that **Texturing** is **guaranteed** on the midterm. You WILL see this. Other key points are:

* Can you setup and use the two main shaders we’ve used so far?
* A procedurally generated grid is always a possibility. Can you make one of those? If not have you done the Lab 1 homework? Have you looked at the terrain slides under OLD CLASSES\DX9-Wendy on studentvfiler?
* Can you use 2Dtextures? How about textureCubes.
* 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?
* Can you draw the different types of geometry (lines, points, and triangles)?
* Can you draw multiple objects?
* Seriously though, you’re gonna need textures.