

Date  
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## Game Programming Practical 4 & 5

Aim - Texture of Triangle and texture of Rectangle

Description

- 1) Custom Vertex Position Textured() - It represents the vertex formats for the custom vertex
- 2) Present Parameters - Describe present parameters
- 3) Swap Effect - An application used Discard Swap Effect avoid overheads to enable display driver to choose most efficient presentation technique for Swap chain
- 4) Create Flags - Defines the flags to use when creating a device
- 5) Matrix LookAt(new vector3) - Builds a left handed Look at matrix
- 6) PrintEventArgs - Provides data from paint event
- 7) PrimitiveType - Define primitive support by Microsoft Direct 3D
- 8) Clear Flags - Clear the viewport or set rectangle in viewport to specified RGBA color



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a) Bitmap Class - A Bitmap is a class used to work with images defined by pixel set.













