Direct3D is the most common 3D platform for drawing and rendering 3-dimentional graphics. To this day, Direct3D is the graphics engine for both Xbox and PC – two widely used systems for both gaming and Computer Animated Design.

I thought it would be interesting to investigate how Direct3D is used and integrated into Windows applications. There are some major points I would like to investigate in Direct3D programming:

• How program code is translated and interpreted by the various components to draw a 3D image to the screen.

• How back-buffers work, and why they are the key element in displaying and rendering 3D drawings at a very high speed. (Faster than the 60 – 100Hz of the video card/monitor)

• How 3D drawings/animations are designed and built.

I also thought it would be interesting to accompany my report with an artefact that I will be writing; the purpose of the artefact is to demonstrate the procedures needed to draw 3D objects, upon completion of the artefact; it should print a runtime log of each step it is taking to print the graphics to the monitor.

Purpose: demonstrate how 3D scenarios can be represented by a graphical engine.