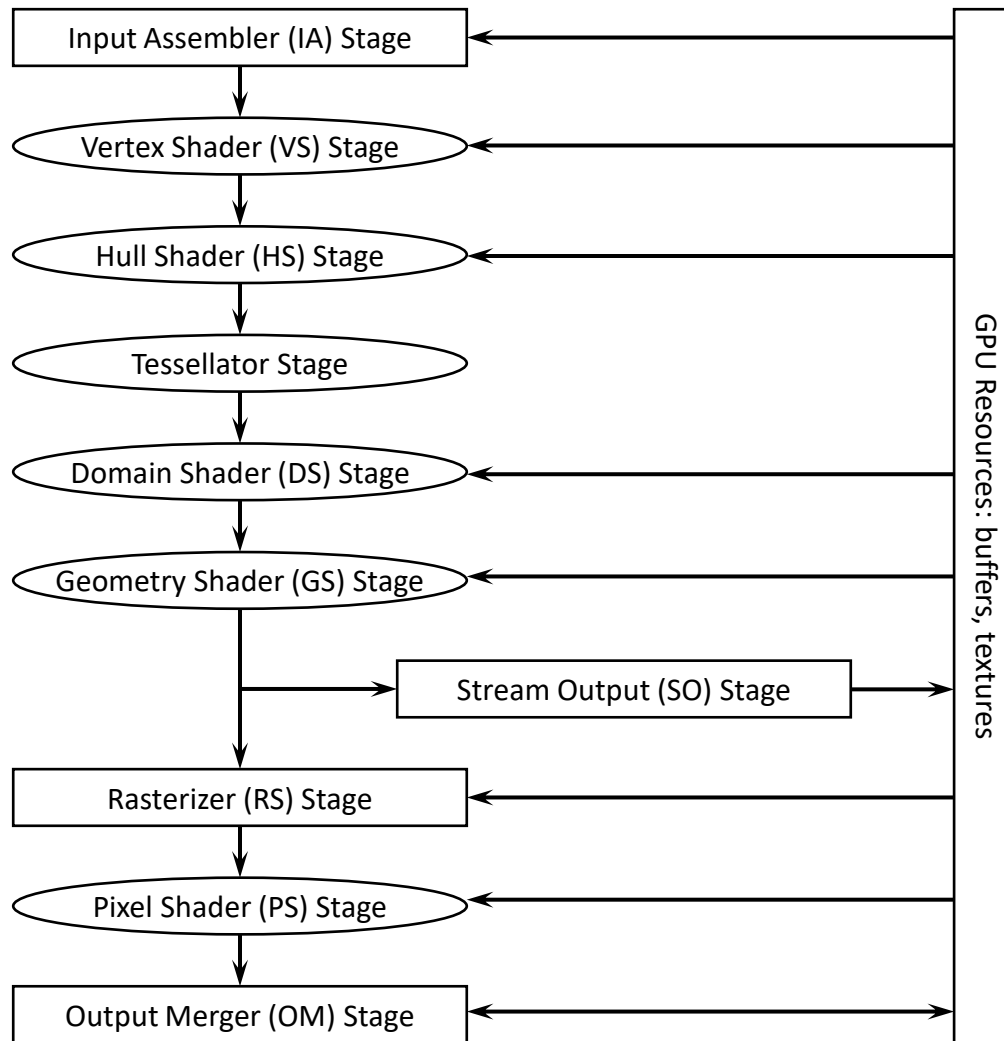


Game Graphic Programming

Kyung Hee University
Software Convergence
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- RTV (render target view)
- DSV (depth stencil view)
- CBV (constant buffer view): Shader constant data. Typical data would be world, projection, and view matrices.
- SRV (shader resource view): SRVs typically wrap textures in a format that the shaders can access them.
- UAV (unordered access view): An UAV provides similar functionality but enables the reading and writing to the texture (or other resource) in any order.
- VBV (vertex buffer view)
- IBV (index buffer view)
- SOV (stream output view)

Overview of the Rendering Pipeline



Direct3D 12 Graphics Pipeline

