DXR Tutorial 02

Initialize DXR

# Overview

In this tutorial we will create all the API objects required to clear and present the back-buffer. We will need to create a device, swap-chain, command-queue, command-list, command-allocator, descriptor-heap and a fence. Remember – it is assumed that the user is familiar with DirectX12 programming, so we will not actually cover most of those objects.

# Using DXR

As of Windows 10 version 1809, also known as RS5, DXR is no longer an experimental feature and is a part of standard DirectX 12. This means there are no extra steps required to enable DXR. However, note that DXR functions are a part of the **ID3D12Device5** and **ID3D12GraphicsCommandList4** interfaces.

The code here is normal D3D12 boilerplate application code – creating command-list, command-queue, command-allocator, fence object, swap-chain, render target view, etc.