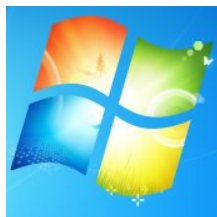


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By: Marius Oiaga, Technology News Editor

Windows
Microsoft

[Windows 7 DirectX 11 Direct3D, Direct2D and DirectWrite](#)

From PDC 2009

Although word of DirectX 11 has been around for over a year, with Microsoft sharing actual details with developers and partners, Windows 7's graphics technology will only from now come into play. With the latest iteration of the Windows client available for purchase for a little over a month, customers worldwide can start taking advantage of the successor of DirectX 10, by leveraging [Windows 7](#) computers in concert with DirectX 11 graphics cards. At this year's Professional Developers Conference, the Redmond company share additional details related to DX11 in no less than two sessions.

Less fortunate devs that were unable to attend PDC 2009 can still access conference content from Microsoft, with video available on both DX11 sessions. Developers interested in Direct3D, Direct2D, and DirectWrite can watch "Modern 3D Graphics Using Windows 7 and Direct3D 11 Hardware" and "Advanced Graphics Functionality Using DirectX."

"With the onset of new Direct3D 11 hardware, gain practical knowledge to help you push graphics to the limit. Learn about the new tessellation stage in Direct3D 11, which enables an unprecedented level of rendering quality by dynamically generating geometry on the GPU. In addition, see how the multi-core improvements in the Direct3D 11 runtime can help you scale your application to take full advantage of all of the cores on a machine. Finally, learn about Direct3D 10 Level 9, which enables Direct3D 10 applications to run on pretty much every computer in the market today, and WARP, our new software rasterizer that lets your application use high-quality graphics even when there's no graphics card available," reads the synopsis for the D3D talk.

The "Modern 3D Graphics Using Windows 7 and Direct3D 11 Hardware" is embedded below, but it is also [available](#) for download and offline viewing as an [MP4 Video](#), [PPT](#), [Windows Media Video](#), [Windows Media Video \(High\)](#). For some reason, Microsoft is not allowing the embedding (I'm sorry about this, it was confusion on my part, this video is now also embedded) of "Advanced Graphics Functionality Using DirectX" so those interested can either view it at the [source](#) or download it via the following links: [MP4 Video](#), [PPT](#), [Windows Media Video](#), [Windows Media Video \(High\)](#).

"The number of PC configurations is exploding. With the onset of netbooks as well as high-end desktop systems using the latest in graphics hardware, creating an application that can target all of these systems is getting harder every year. Join us as we explore the many options available in Windows 7 to facilitate graphics development across all different hardware configurations, from low-end integrated to top of the line discrete GPUs. Learn advanced performance and rendering techniques for Direct2D and DirectWrite, and the interoperability of Windows 7 technologies for making slick, high-quality graphics for your

applications of the future," reads the description of the talk for D2D and DirectWrite.

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