GAME 2374 – DirectX Programming

Prerequisites: GAME 2372
Credit: 3 (2 lecture, 4 lab)

Exploration of the advanced suite of multimedia application programming interfaces (API) built into Microsoft Windows’ operating system. Fundamentals of Direct X’s API that give multimedia applications access to the advanced features of high-performance hardware such as three-dimensional (3-D) graphics acceleration chips and sound cards. Topics address control of low-level functions, including two-dimensional (2-D) graphics acceleration; support for input devices such as joysticks, keyboards, and mice; and control of sound mixing and sound output.