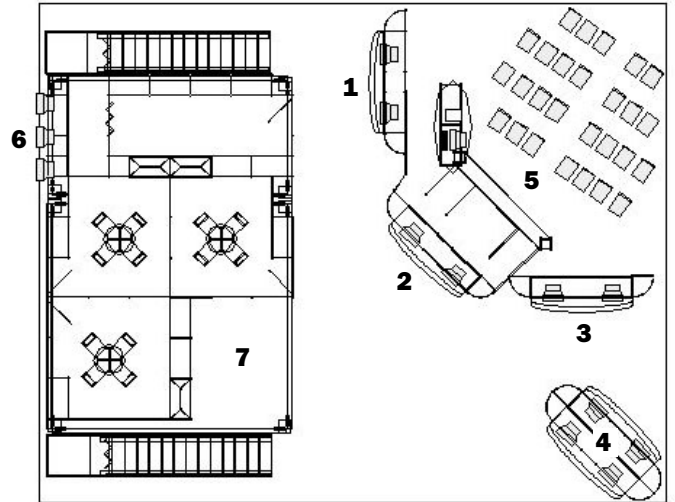


Microsoft at GDC 2001

Booth # 808

- 1) Microsoft® Visual C++.NET & MSDN®, Microsoft Developer Network
- 2) Microsoft Direct3D®
- 3) Microsoft DirectX® Audio & Microsoft DirectShow®
- 4) Microsoft DirectPlay® Voice
- 5) Theater
- 6) Prize Redemption
- 7) eXtreme eXposure Photography



Theater Presentation Schedule*

Thursday, March 22

- 11:45 A.M. Game Development with Visual C++.NET
- 12:15 P.M. DirectX 8 Tools (NewTek)
- 12:45 P.M. Windows® XP, The New Windows Gaming Experience
- 1:15 P.M. NO PRESENTATION
- 1:45 P.M. NVIDIA
- 2:15 P.M. Debugging with Visual C++.NET
- 2:45 P.M. NO PRESENTATION
- 3:15 P.M. Game Development with Visual C++.NET
- 3:45 P.M. DirectX 8 SDK
- 4:15 P.M. Windows XP, The New Windows Gaming Experience
- 4:45 P.M. AMD
- 5:15 P.M. Debugging with Visual C++.NET
- 5:45 P.M. DirectX 8 DirectMusic® Producer
- 6:15 P.M. NVIDIA

Friday, March 23

- 11:45 A.M. Game Development with Visual C++.NET
- 12:15 P.M. DirectX 8 DirectMusic Producer
- 12:45 P.M. Windows XP, The New Windows Gaming Experience
- 1:15 P.M. Debugging with Visual C++.NET
- 1:45 P.M. NVIDIA
- 2:15 P.M. Game Development with Visual C++.NET
- 2:45 P.M. NO PRESENTATION
- 3:15 P.M. DirectX 8 Tools (NewTek)
- 3:45 P.M. DirectX 8 D3DX Tools
- 4:15 P.M. Windows XP, The New Windows Gaming Experience
- 4:45 P.M. AMD
- 5:15 P.M. Debugging with Visual C++.NET
- 5:45 P.M. DirectX 8 Tools (discreet)
- 6:15 P.M. NVIDIA

Saturday, March 24

- 11:45 A.M. DirectX 8 Tools (NewTek)
- 12:15 P.M. Game Development with Visual C++.NET
- 12:45 P.M. Windows XP, The New Windows Gaming Experience
- 1:15 P.M. NVIDIA
- 1:45 P.M. Debugging with Visual C++.NET
- 2:15 P.M. Game Development with Visual C++.NET
- 2:45 P.M. DirectX 8 Input Mapper
- 3:15 P.M. Debugging with Visual C++.NET
- 3:45 P.M. NVIDIA

*(Theater schedule subject to change.)

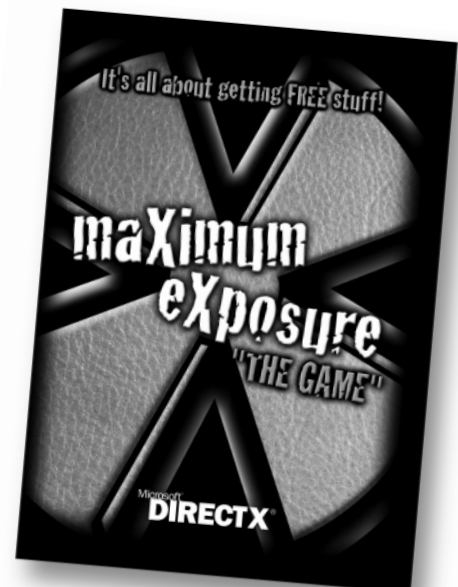
Don't miss out on maXimum eXposure, The Game!

It's all about getting free stuff!

Pick up a game booklet at one of these participating booths:

- Microsoft** – booth 808
- NVIDIA** – booth 616
- AMD** – booth 1308
- ATI** – booth 1008
- Discreet** – booth 1328

First, eXpose yourself to our game rules, and then prepare to score a killer prize (while supplies last, of course)!



Microsoft GDC Conference Sessions

Thursday, March 22

2:30 – 3:30 P.M., Room Alameden Hilton

Implementing an Audio Engine Using DirectX 8

Session presented by *Jim Geist*, Software Developer

Microsoft's DirectX 8 audio API contains a wealth of new features for the audio programmer: the integration of the DirectMusic® and DirectSound® APIs, the ability to use the DirectMusic software synthesizer to articulate sound effects, authoring and management of streaming and static sound effects at the API level, and per-channel effects, to name a few. Making the move from traditional DirectSound to a DirectMusic-based audio engine may seem a daunting task. This session covers in-the-trenches experiences of implementing a DirectMusic-based audio engine, from overall architecture to performance hints.

Friday, March 23

9:00 – 10:00 A.M., Room J2

Real-Time Photorealism Using Procedural Shaders

Session presented by *Dan Baker*, Software Design Engineer, and *Chas Boyd*, DirectX Graphics Architect

With the onset of programmable consumer 3-D hardware, techniques previously reserved for nonreal time rendering, such as anisotropic reflections, are becoming available to games. Furthermore, totally new techniques can be used to achieve higher photorealism. For instance, horizon basis maps can be used to create bump maps that cast shadows in real-time, silhouette angles can be transformed for efficient rendering of glows and outlines, objects can be rendered as if they were cut from wood, and depth shaders can be used for the volumetric rendering of lights and shadows.

Microsoft GDC Sponsored Sessions

Audio Tracks

Thursday, March 22

9:00–10:00 A.M., Room C4

Creating an Immersive Audio Environment Using DirectX Audio

Session presented by *Alan Ludwig*, Software Design Engineer, and *Todor Fay*, Software Architect

It's easier than you think. In a relatively few lines of code, you can bring your application to sonic life using interactive audio content to create an immersive aural environment. The step-by-step presentation walks through the process of connecting organic 3-D environmental sounds to a game and then adding a musical score that is highly responsive to gameplay and completely managed by scripting.

Saturday, March 24

9:00–10:00 A.M., Room C4

Sound Design Using DirectX Audio: A Case Study

Session presented by *Scott Snyder*, Program Manager

Find out about the processes we used to implement a sound design in a simple game that uses DirectSound as well as advanced DirectMusic features. We will look at what worked, what did not work, and the tricks used to make the sound design process easier.

Programming Tracks

Thursday, March 22

5:30–6:30 P.M., Room C4

DirectPlay/DPlay Voice

Session presented by *Robert Di Benedetto*, Program Manager

DirectPlay 8 represents a complete re-write of the DirectPlay networking layer. Come hear about the new features available in this high-performance, streamlined network technology designed specifically for online gaming. Learn how simple it is to provide voice communications, lobbying, and high scalability to your projects. The new protocol features and proven reliability make DirectPlay 8 a compelling choice for your next online project.

Friday, March, 23

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Friday, March 23

2:30–3:30 P.M., Room A1

Windows XP, The New Windows Gaming Experience

Session presented by *Kyle Marsh*, Software Design Engineer

Windows® XP is an important next step in the evolution of Windows: It signals the convergence of the business and consumer operating systems. As with Windows Version 3.0 and Windows 95, Windows XP will mark a major milestone in the history of the Windows operating system. This presentation will highlight and demonstrate features that will significantly impact applications. Developers will need to understand these features in order to have applications ready when Windows XP is available. Among the advances that will impact applications the most are multiuser PCs, new visual styles, and the end of "DLL Hell".

Friday, March 23

5:30–6:30 P.M., Room C4

SideWinder Game Voice SDK

Session presented by *John Selbie*, Software Design Engineer and *Lu Silverstein*, Program Manager

Put the power of voice into your game in less than one day. The Game Voice Software Developer Kit (SDK) uses the power of SideWinder® Game Voice (www.gamevoice.com) to let people use their voices to communicate and plan strategies and control actions in the game.