

# Plug into the Power of X!

## MICROSOFT DIRECTX DEVELOPER DAY

WEDNESDAY, MARCH 20, 2002

Register for the Microsoft® DirectX Day Sponsored Tutorial during the Game Developers Conference and learn about cutting-edge technologies like:

- **Microsoft .NET and Gaming**
- **Volumetric Rendering and Lighting Effects**
- **Surface Material Physics for Shaders**
- **Shader Optimizations for DirectX 8.1**
- **Power Debugging with Microsoft Visual C++® 7.0**
- **Art Pipeline Support in DirectX 8.1**
- **DirectX High-Level Shading Language and D3DX**
- **Next-Generation 3D Gaming Technologies**

## MICROSOFT SPONSORED SESSIONS

THURSDAY, MARCH 21, 2002

Also be sure to attend these info-packed Sponsored Sessions on:

- **How to Make Sure Your Games Work on Microsoft Windows® XP**
- **Optimizing with Microsoft Visual C++ 7.0**
- **Developing Games for the Pocket PC and Windows® Powered Smartphone 2002**
- **Using DirectPlay® on the Pocket PC**
- **Using DirectPlay in Your Games**

Register online for the Microsoft DirectX Day Sponsored Tutorial and the Sponsored Sessions at:

**[www.gdconf.com](http://www.gdconf.com)**

Get the latest on DirectX at

**<http://msdn.microsoft.com/directx/>**

© 2002 Microsoft Corporation. All rights reserved.  
Microsoft, DirectPlay, DirectX, Visual C++, Visual Studio, and Windows are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.  
0202

Microsoft®  
**DIRECTX®**

