

Microsoft at GDC 2002

Attend a theater presentation at Microsoft Booth # 808

Theater Presentation Schedule*

Thursday, March 21

Date & Time	Topic
12:15pm	Managed DirectX
12:45pm	Developing Games for Microsoft Pocket PC and Smartphone
1:15pm	Windows XP Compatibility
1:45pm	Less Install, More Game: Reducing Game Install and Load Times, Without Reducing Content
2:15pm	Realtime 3D Character Design and Rendering Techniques
2:45pm	.NET and Gaming
3:15pm	Windows XP Compatibility
3:45pm	Realtime 3D Character Design and Rendering Techniques
4:15pm	Managed DirectX
4:45pm	Developing Games for Microsoft Pocket PC and Smartphone
5:15pm	Visual Studio Overview
5:45pm	Visual Studio Panel

Friday, March 22

Date & Time	Topic
12:15pm	Managed DirectX
12:45pm	Developing Games for Microsoft Pocket PC and Smartphone
1:15pm	Realtime 3D Character Design and Rendering Techniques
1:45pm	Windows XP Compatibility
2:15pm	Less Install, More Game: Reducing Game Install and Load Times, Without Reducing Content
2:45pm	.NET and Gaming
3:15pm	Developing Games for Microsoft Pocket PC and Smartphone
3:45pm	Windows XP Compatibility
4:15pm	Realtime 3D Character Design and Rendering Techniques
4:45pm	Managed DirectX
5:15pm	Visual Studio Overview
5:45pm	Visual Studio Panel

Saturday, March 23

Date & Time	Topic
12:15pm	Developing Games for Microsoft Pocket PC and Smartphone
12:45pm	.NET and Gaming
1:15pm	Windows XP Compatibility
1:45pm	Visual Studio Overview
2:15pm	Managed DirectX
2:45pm	Realtime 3D Character Design and Rendering Techniques
3:15pm	Windows XP Compatibility

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*Theater schedule subject to change.

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Microsoft at GDC 2002

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Microsoft GDC Sponsored Tutorial

Wednesday, March 20 – 10:00 A.M. - 6:00 P.M., Rooms A3/A4

206-Microsoft DirectX Day (Sponsored)

Speakers: Chas Boyd, Daniel Baker, Anuj Gosalia, Phil Taylor, Andy Pennell, Dave Bartolomeo, Dave Aronson

In this one-day tutorial, your brain experiences more jolts of information than ever before. Acquire bleeding-edge knowledge on topics like Microsoft DirectX graphics performance optimizations, shader optimization, Direct X high-level shading and even material surface physics for shader writers. You'll also get smart in effects in Direct3D, grasp the DirectPlay networking layer in depth and absorb the latest on D3DX and art pipeline support.

Microsoft GDC Sponsored Sessions

Programming Tracks

Thursday, March 21
9:00 - 10:00 A.M., Room A1

How to Make Sure Your Games Work on Windows XP

Speaker: Kiran Raj

This talk will cover common application issues with focus on non-Administrator account support, working with new Windows XP features such as Fast User Switching, as well as general stability issues, and more. Additionally, this session will focus on how to use the Application Verifier tool to identify and resolve common issues with old and new applications.

Thursday, March 21
10:30 - 11:30 A.M., Room A1

Optimizing with Visual C++ .NET

Speaker: Mark Lacey

Visual C++. NET provides game developers with a wide range of significant new features. Learn about new debugger features; runtime checks and buffer overrun protection; enhanced processor support; improved compiler performance with Whole Program Optimization; richer STL features; new Edit and Continue opportunities; and much more.

Thursday, March 21
2:30 - 3:30 P.M., Room A1

Developing Wireless Games for Microsoft Smartphone and Pocket PC

Speaker: Ken Fowles

Similarities and differences between Windows CE-based devices, porting issues, tools overview. Local and wide area connectivity, migration of DirectPlay APIs. Also some coverage of current and future potential of graphics acceleration on these devices.

Thursday, March 21
4:00 - 5:00 P.M., Room A1

DirectPlay for Wireless Game Development

Speaker: Robert Di Benedetto

This session will provide a brief introduction to DirectPlay – Microsoft's powerful network game API – and how it can be used in designing and building multiplayer wireless games on the PocketPC. The PocketPC is an exciting and popular mobile platform that can provide a rich game experience for end users. We will demonstrate this with demos of commercially developed games that make use of the DirectPlay API.

Thursday, March 21
5:30 - 6:30 P.M., Room A1

Using DirectPlay

Speaker: Michael Narayan

This session will focus on best practices using this powerful network API in your multiplayer games. We'll focus on solutions to common issues facing networked games in general as well as discuss and illustrate pitfalls that can arise when designing your game for online play.

Microsoft GDC Conference Session

Saturday, March 23
10:00 - 11:00 A.M., Room J1

Distributed Area Lighting

Speaker: Chas Boyd

Track: Programming
Format: Lecture
Level: Advanced

Directional, Point and Spot lights are well defined and have been used for years in the gaming industry since the solution is a function of the parameters of the vertex being lit and the parameters of the light affecting it. Lighting solutions such as radiosity and area lights, however, are functions of the scene itself and are not feasible to compute in real time. Many games have used precomputed lighting, but this has the drawback of not allowing lighting to change dynamically with the scene. This lecture discusses several unique ways to approximate radiosity solutions in real time, with a combination of author-time precomputation and run time lighting.

Takeaway: Attendees come away with working knowledge of several specific lighting real-time area/radiosity approximations.

Intended Audience/Prerequisite: Those attending should be programmers implementing volumetric lighting effects, and artists wanting to understand the capabilities of current and future technologies in representing their vision.

Room numbers may be subject to change

