


OBJECTIVE

understand graphics 3.3

DRAW OBJECTS

SCENARIO: Trey Research is entering the education game market. They are planning a 3-D game in which the user flies a plane around the world to find the answers to geography problems. For example, the user might be asked to name the capital of a country and then have to navigate to the country to locate the city. Iliana Simbaeva has been offered the position of manager for this project and is eager to show her expertise with using 3-D graphics in XNA.

1. **What variable should Iliana use to create 3-D graphics?**
 - a. Texture3D
 - b. Vector3D
 - c. model
2. **How are 3-D graphics added to the screen?**
 - a. Drag them.
 - b. Use the *Draw()* method.
 - c. Use the *LoadContent()* method.
3. **In which method is the code used to move the 3-D graphic placed?**
 - a. *Update()*
 - b. *LoadContent()*
 - c. *Draw()*

HINT 

3-D graphics are added the content to your solution by using the variable model.

Answers

1. What variable should Iliana use to create 3-D graphics?
c. **model**
2. How are 3-D graphics added to the screen?
c. **Use the *LoadContent()* method.**
3. In which method is the code used to move the 3-D graphic placed?
a. ***Update()***

Essential details

- XNA® provides a variety of methods for working with images, including ***Draw()***, ***LoadContent()***, ***SpriteBatch()***, and others.
- Images can be modified with the **Pixel/Fragment shader, Geometry shader, and Vertex shader**.
- **Parallax mapping** provides enhanced mapping techniques that are used to make images seem more real and have more depth.
- **Sprites** are 2-D bitmaps that are drawn directly to a render target without using the pipeline for transformations, lighting, or effects.
- **Image modifiers** include a Vertex shader, a Geometry shader, and a Pixel/Fragment shader, and parallax mapping.

FAST TRACK HELP

- **Displaying a 3D Model on the Screen:**
<http://msdn.microsoft.com/en-us/library/bb197293.aspx>
- **3D XNA Tutorials: Using 3D Models:**
<http://rbwhitaker.wikidot.com/using-3d-models>

 TRAINING	Track Your Score
	____ / 3