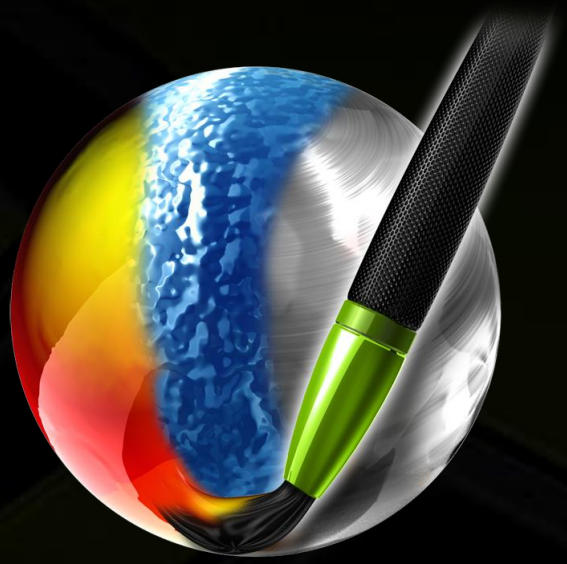
FX Composer 2.5

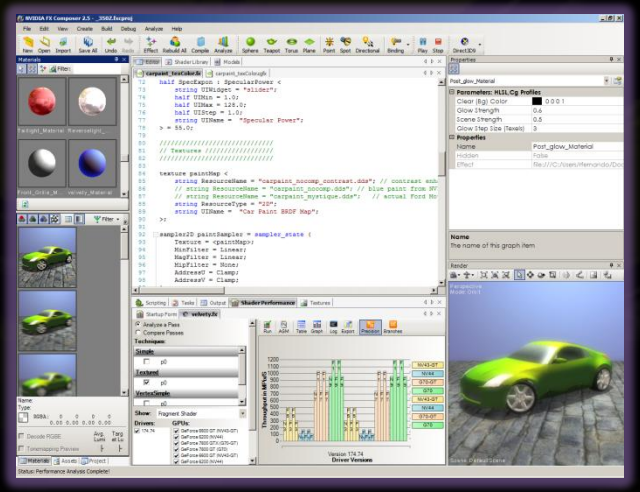


NVIDIA FX Composer 2.5

The World's Most Advanced Shader Authoring Environment

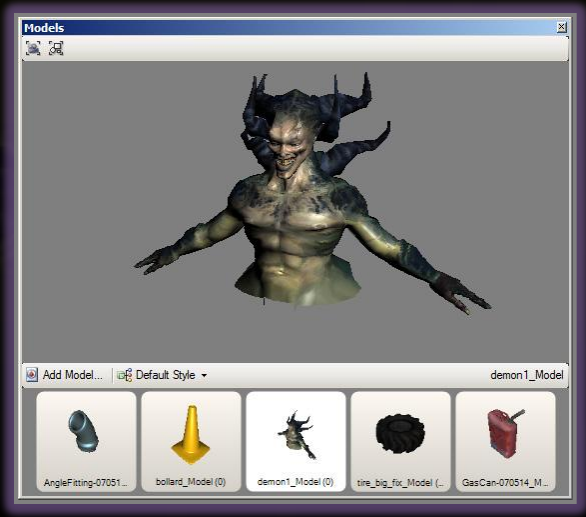
- DirectX 10 Support
- NVIDIA Shader Debugger Support
- ShaderPerf 2.0 Integration
- Visual Models & Styles
- Particle Systems
- Improved User Interface

Particle Systems



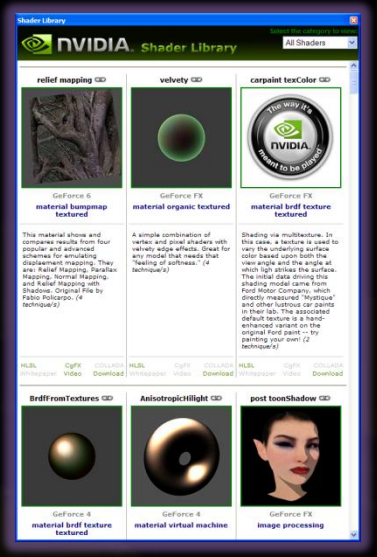
350Z Sample Project

All-New Start Page



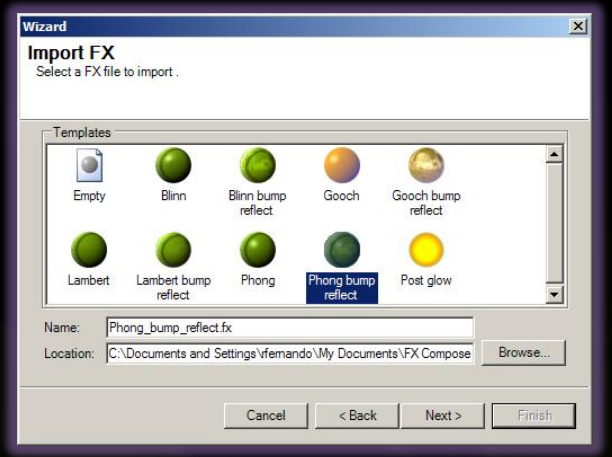
Visual Models & Styles

Other Major Features



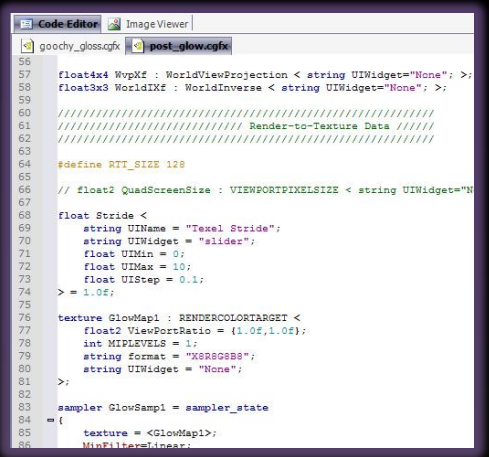
Shader Library

Hundreds of samples



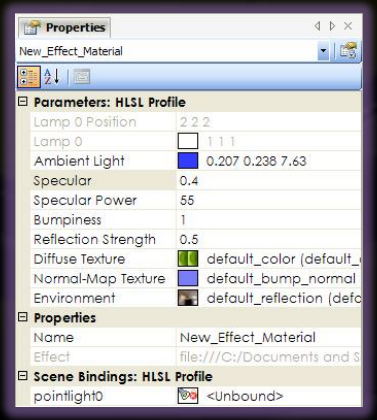
Shader Creation Wizard

Quickly create common shaders

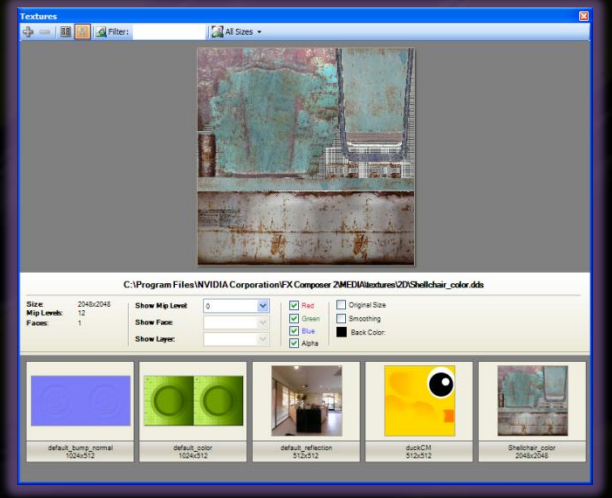


Code Editor

Full editor with assisted code generation

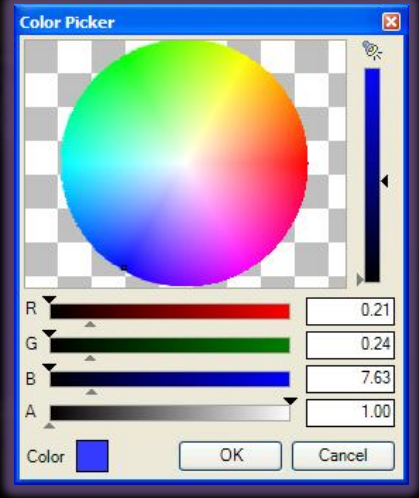


Properties Panel

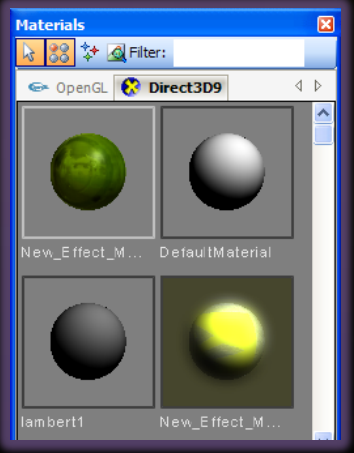


Texture Viewer

View, organize, and apply textures



HDR Color Picker



Materials Panel

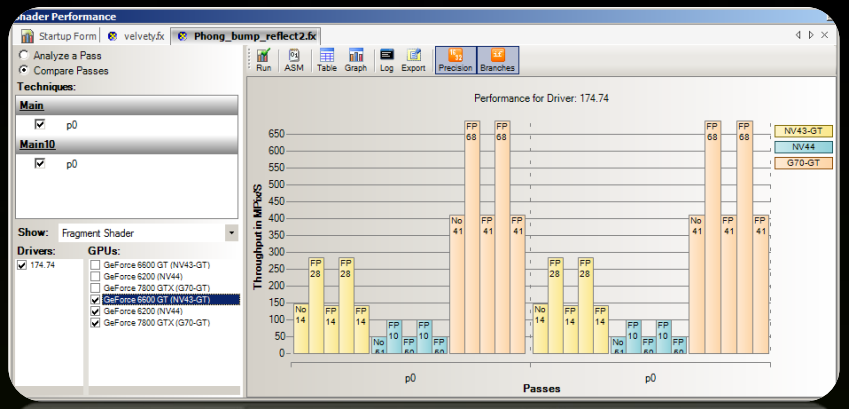
Even More Features

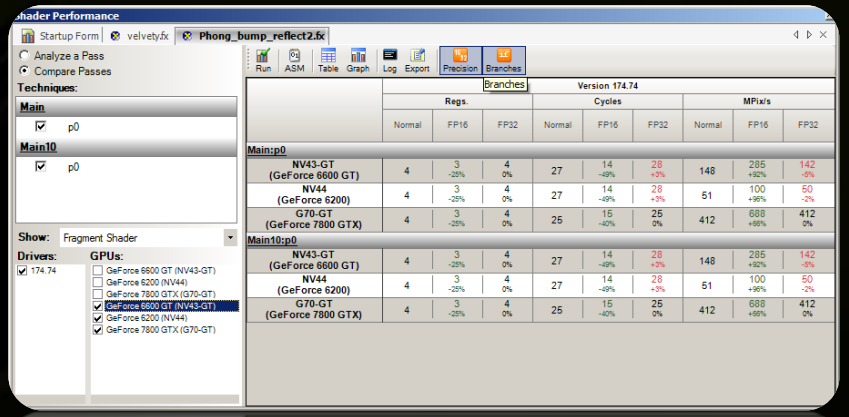
- Automatic Light Binding
- Complete Scripting Support
- Support for DirectX10 Geometry Shaders & Stream Out
- Support for COLLADA, .FBX, .OBJ, .3DS, .X
- Extensible Plug-in Architecture with SDK
- Customizable Layouts
- Semantic and Annotation Remapping
- Vertex Attribute Packing
- Remote Control Capability

ShaderPerf 2.0

Making shader performance tuning easy

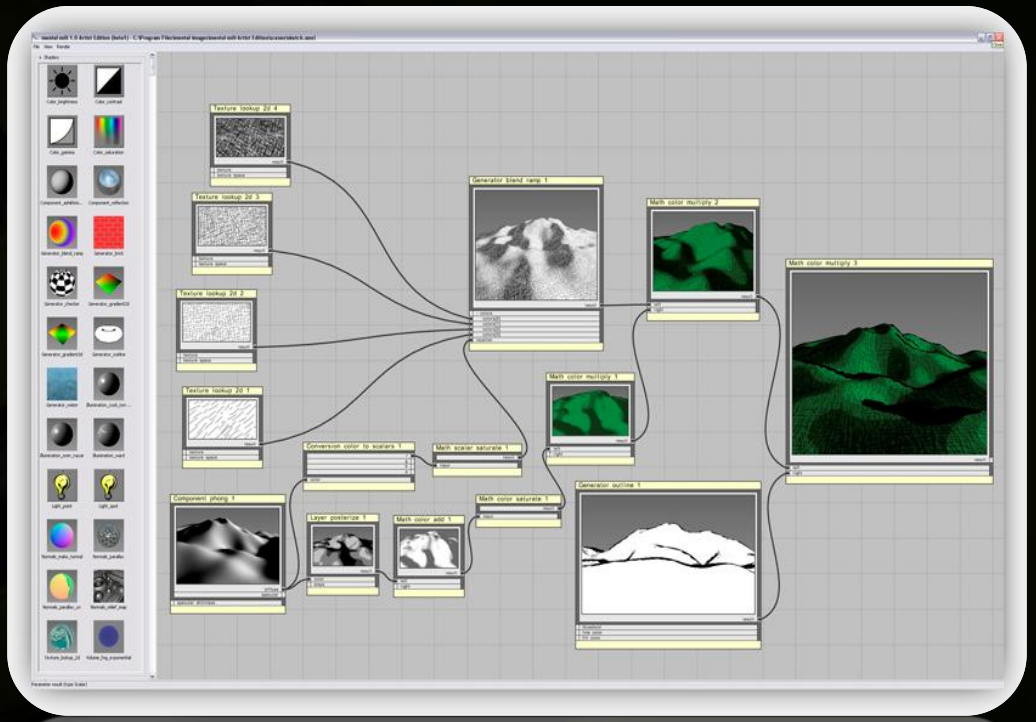
- GeForce 8 Series support
- Vertex and pixel shader analysis
  (No OGL vertex shader analysis on GPUs older than GeForce 8 Series)
- Many supported shader formats
- Compare different techniques
- See shader throughput, register usage, instruction counts, and branching performance





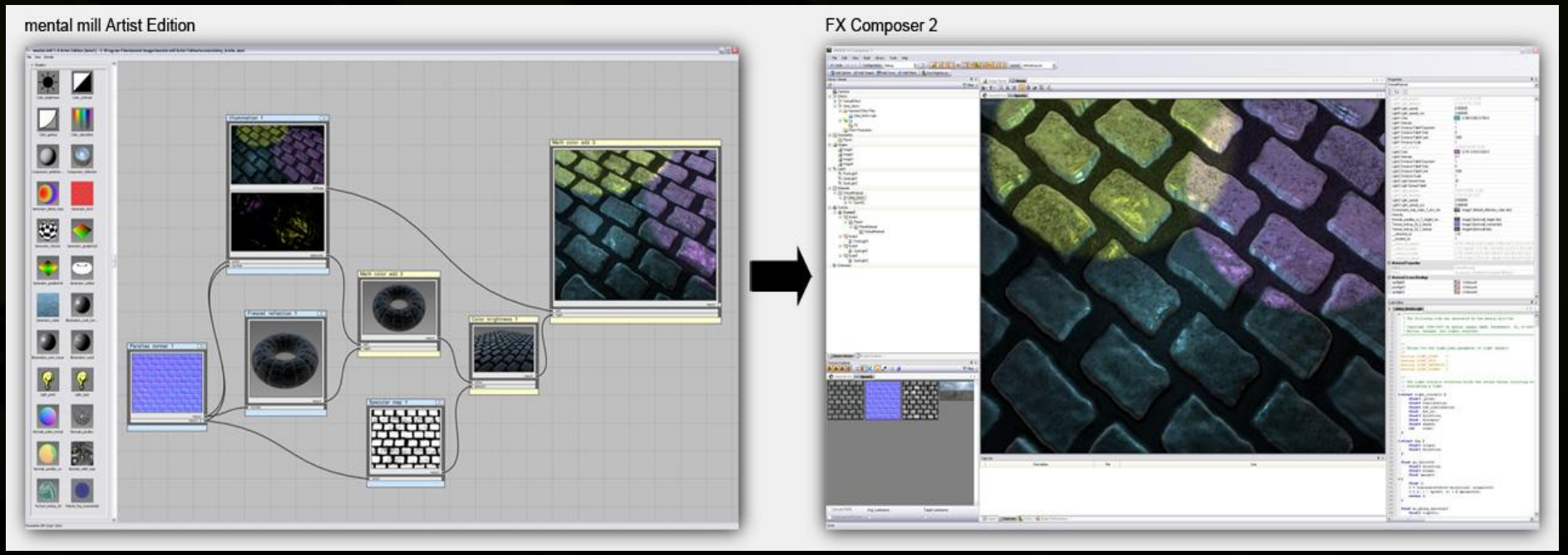
mental mill™ Artist Edition

- Enables artists to quickly and easily develop and prototype new looks within a fast, flexible GUI.



mental mill Artist Edition and FX Composer

- **The best of both worlds.** More power for artists plus optimization abilities for programmers and shader specialists.
- **Smooth interoperability with FX Composer.** A shader exported from mental mill can be seamlessly imported into FX Composer.
- **Better collaboration.** Dramatically reduced iteration time.



The NVIDIA Software Improvement Program (SIP)

- Goal: shape future software to better meet developer needs
  - Simplify common usage patterns
  - Expand on popular features
  - Highlight powerful but underutilized features
  - Remove unwanted features
- Instant Feedback allows user to press F4 and directly send a comment to NVIDIA
- Developer opts in to the SIP to participate – we encourage you to do so
- Only information about product features used is gathered, as well as GPU and driver version.
- No personally identifiable data, shaders, textures, scripts, geometry, or information about other applications is ever collected.

Trying Out FX Composer 2.5

- Read the Quick Tutorial
  - This will guide you through the basics quickly
- Read the User Guide
  - This explains all product features in detail
  - Starts from the basics and moves to advanced topics
- Let us know what you think
  - Don’t be shy with Instant Feedback (F4)!
  - Send feedback to fxcomposer@nvidia.com