Direct3D 10:
The next step for Windows Graphics

- **Consistency**: Common feature set with *strict* behavioral requirements

- **Performance**:

  Render *MORE*

  objects, materials, clutter, vegetation, shadows

  with *LESS*

  CPU cycles, stalls, and bandwidth cost

- Generalization:
  Read/write resources where and how *you* want to

- Visual Effects:
  Leverage new hardware features and build more robust shaders

DIRECTX   XBOX 360.   XNA