



NVIDIA®

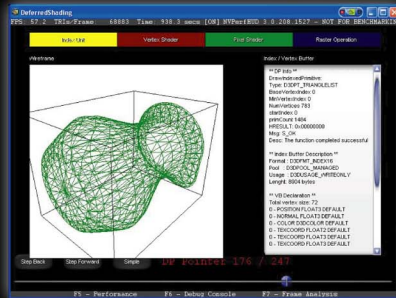
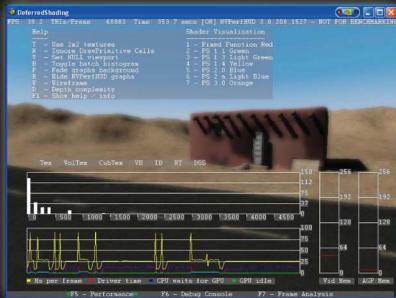
NVIDIA Developer Toolkit

NVIDIA empowers real-time developers with the latest graphics technology by providing the NVIDIA Developer Toolkit, an award-winning suite of cutting edge content creation, performance analysis, software development, and educational resources.

NVPerfHUD 3

Provides a heads-up display of helpful performance data on top of DirectX® 9 applications.

- Real-time statistics reveal performance bottlenecks, memory usage & batching issues
- Debug Console displays warnings and custom messages as problems occur
- Freeze your application and step through a single frame while inspecting the state of each stage in your graphics pipeline



NVPerfKit

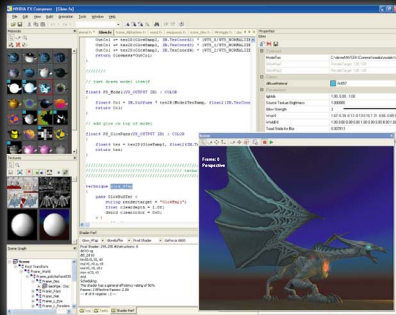
The NVIDIA Performance Toolkit gives you access to low-level performance counters inside the driver, and hardware counters inside the GPU itself. The counters can be used to determine exactly how your application is using the GPU, identify bottlenecks, and confirm that performance issues have been resolved.

- Developer Control Panel and instrumented driver
- PIX for Windows NVIDIA Plug-in
- Support for PerfMon, Intel® VTune™ gDEBugger, and other analysis tools
- Sample code and helper classes for DirectX and OpenGL®

FX Composer

An integrated shader development environment with unique real-time preview and optimization features.

- **CREATE** your shaders in a high powered development environment
- **DEBUG** your shaders with visual shader debugging features
- **TUNE** your shader performance with advanced analysis and optimization



EverQuest® content courtesy Sony Online Entertainment, Inc.

developer.nvidia.com

The Source for GPU Programming



developer.nvidia.com

The Source for GPU Programming

NVIDIA Melody

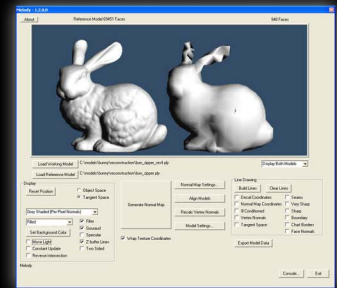
Create high quality normal maps that make a low-poly model look like a high-poly model.

- Use your low-poly working model and high-poly reference model
- Also creates height maps, occlusion maps, and more

NVIDIA Developer Toolkit

Our award winning NVIDIA Developer Toolkit includes hundreds of code samples, effects, and libraries to help you take advantage of the latest in graphics technology.

- Compelling techniques for DirectX and OpenGL
- Powerful effects ready to use in your application
- Convenient browser enables quick searching for what you need



NVIDIA DDS Utilities and Photoshop Plug-ins

This comprehensive set of command line tools and plug-ins gives artists full control.

- Generate normal maps from height fields
- Texture compression with visual preview
- Powerful mipmap creation and mipmap level editing
- Helpful Photoshop Mipster and Cube Map Shuffler automation scripts

Additional Resources

The NVIDIA Developer Toolkit also includes:

- Training Videos
- Conference presentations
- GPU Programming Guide
- Utilities, Demos, Drivers, and more

Become a Registered Developer Today

Join our FREE registered developer program for early access to NVIDIA drivers, developer tools, online forums, direct bug reporting, and more...

