

Windows  
Phone

XNA in 3D



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Windows Phone 7 Jump Start

Microsoft Corporation

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Agenda

Moving into 3D

Drawing triangles

Drawing objects

3D on Windows Phone

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Windows  
Phone

Moving into 3D

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# Windows Phone XNA 3D

- The phone has very good 3D support
- You can't write your own shaders
  - There are 5 shader effects supplied
- A great deal of care has been taken to balance performance and battery life



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Windows Phone

# Drawing Triangles

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# Loads of Triangles

# Demo

Demo 3: Drawing Triangles



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Using 3D Models

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Using 3D Models

- You can use all the usual 3D models in your XNA games
- These are imported by the content manager and rendered just as before
- Many XNA games have been moved from Xbox to Windows Phone with minimal changes

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Rocket

Demo

Demo 4: 3D Rocket from model



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Advanced 3D

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More 3D

- For a very good introduction to the abilities of the Windows Phone (and some good background on performance) watch this video:
- <http://channel9.msdn.com/learn/courses/WP7TrainingKit/WP7XNA/Mix10CL22Video/>

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Review

Triangle drawing in XNA 4.0 has changed from previous versions

You cannot write your own shaders for XNA on Windows Phone

There are five new shader effects for you to use

3D models must be converted to work on Windows Phone

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# Coming Up Next...

Using the application bar in Silverlight

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