Subject: What's the best tool to make shaders?
Posted by Omar007 on Thu, 14 May 2009 15:49:42 GMT

Topic title says all

Im already experimentating with a program called 'NVidia FX Composer' but im wondering if this is the best (free) tool?

Anyone making shaders please tell me what you think that i can use best to make shaders. May be free or payed but prefer free
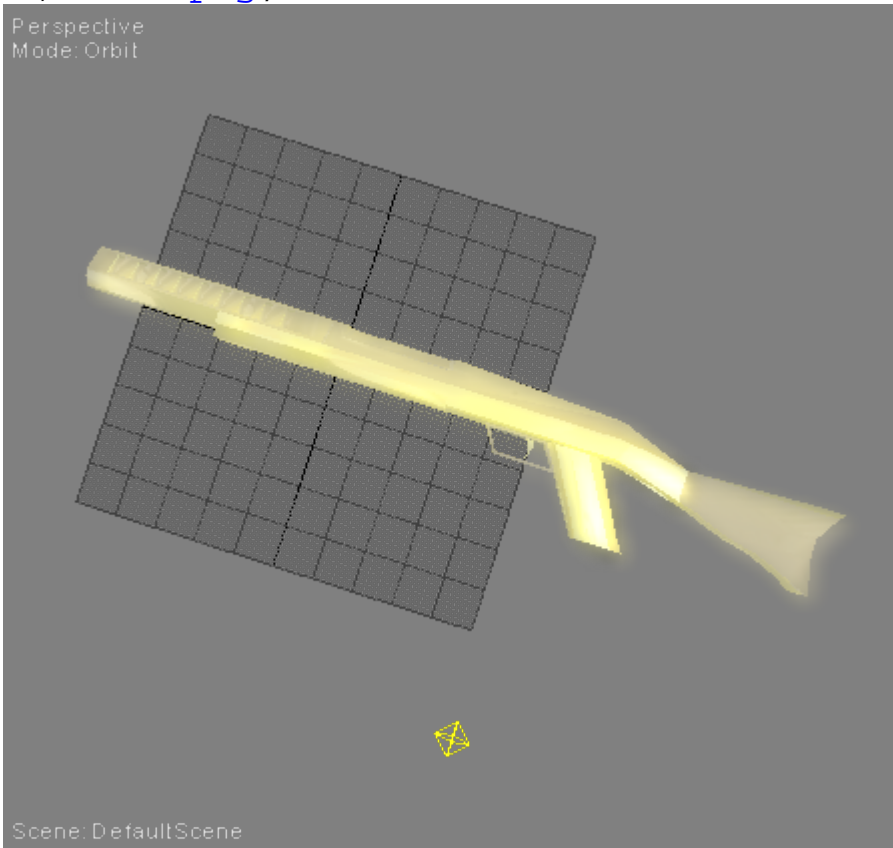
Thanks

EDIT:
Picture of one of my tries. Has Bump and Bloom effect.
Toggle Spoiler

File Attachments
1) test.png, downloaded 345 times

Subject: Re: What's the best tool to make shaders?
Posted by mrÃ£Ã§Ä·z on Thu, 14 May 2009 15:59:16 GMT

C++ -> DX9 SDK

Subject: Re: What's the best tool to make shaders?
Posted by saberhawk on Thu, 14 May 2009 18:22:57 GMT

madrackz wrote on Thu, 14 May 2009 11:59C++ -> DX9 SDK

Protip: Shaders are NOT written in C++, they are written in 3 ways primarily; GPU assembly, Cg/HLSL, or GLSL...

Subject: Re: What's the best tool to make shaders?
Posted by mrÃ£Ã§Ä·z   on Thu, 14 May 2009 18:27:50 GMT

Saberhawk wrote on Thu, 14 May 2009 14:22madrackz wrote on Thu, 14 May 2009 11:59C++ -> DX9 SDK

Protip: Shaders are NOT written in C++, they are written in 3 ways primarily; GPU assembly, Cg/HLSL, or GLSL...
lol

Subject: Re: What's the best tool to make shaders?
Posted by Omar007 on Thu, 14 May 2009 18:46:16 GMT

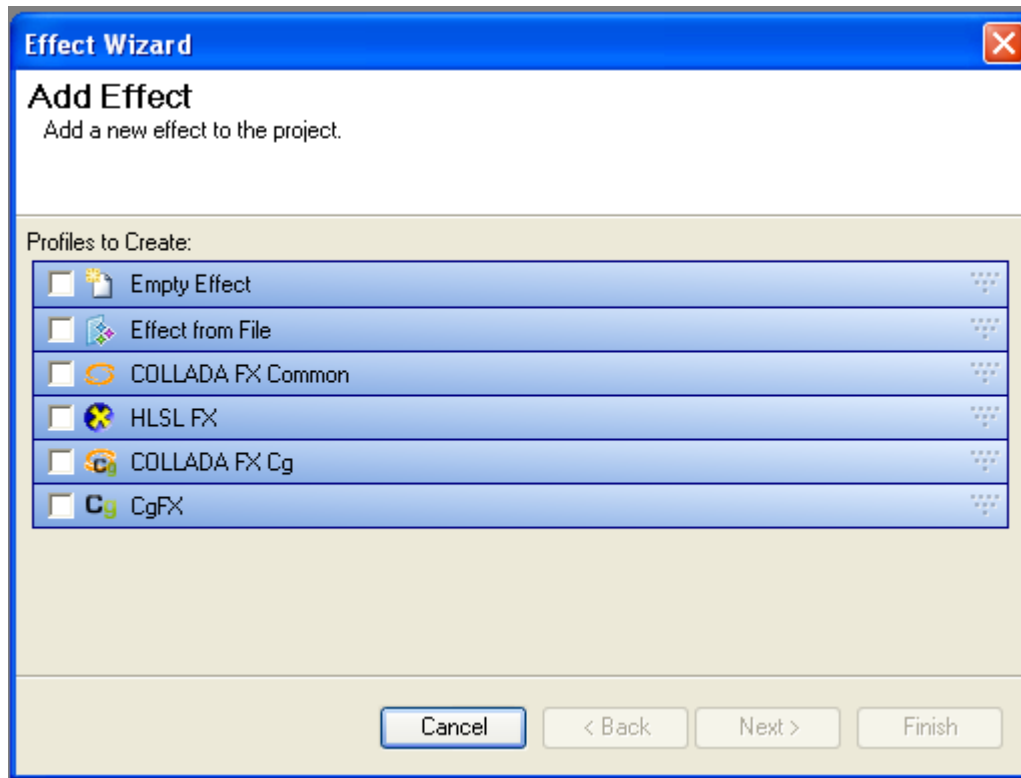Saberhawk wrote on Thu, 14 May 2009 20:22madrackz wrote on Thu, 14 May 2009 11:59C++ -> DX9 SDK

Protip: Shaders are NOT written in C++, they are written in 3 ways primarily; GPU assembly, Cg/HLSL, or GLSL...
Stuff NVidia FX Composer has

For the picture i uploaded in my first post i used the HLSL FX profile.

EDIT: @Saberhawk: What do you use???

File Attachments
1) ff.PNG, downloaded 306 times

Effect Wizard

Add Effect
Add a new effect to the project.

Profiles to Create:

- [ ] Empty Effect
- [ ] Effect from File
- [ ] COLLADA FX Common
- [ ] HLSL FX
- [ ] COLLADA FX Cg
- [ ] CgFX

[Cancel] [< Back] [Next >] [Finish]

Subject: Re: What's the best tool to make shaders?
Posted by saberhawk on Thu, 14 May 2009 20:58:11 GMT
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Omar007 wrote on Thu, 14 May 2009 14:46Saberhawk wrote on Thu, 14 May 2009 20:22madrackz wrote on Thu, 14 May 2009 11:59C++ -> DX9 SDK

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Stuff NVidia FX Composer has

For the picture i uploaded in my first post i used the HLSL FX profile.

EDIT: @Saberhawk: What do you use???

Notepad++ and the "rss" console command of "shader developer mode" in shaders 4.0 (resetshaders - reloads all shaders used by shaders.dll)