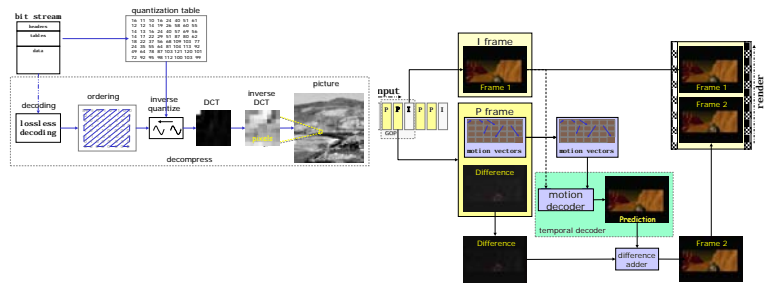


Benefits

- Understand DirectFB programming
- Know why DirectFB works as it does
- Know about layers, windows & surfaces
- Use alpha blending & color keying
- Use DirectFB's Drawing and Providers



DirectFB

DirectFB is a powerful and flexible API for controlling video mixing: but its use is sometimes non-intuitive, and the concepts it implements are subtle. To use it properly you need to know how and why it works as it does, and what the functions it provides are supposed to do..

Class aims

The end result of this class is that you will know how to program using DirectFB and understand the mixing functions it provides, so that you can to use it to enhance the viewer's visual experience.

Class topics

The class covers the DirectFB interface programming model, video mixing, alpha blending, color keying, BitBlatting, drawing and using fonts..

- DirectFB interface programming
- Interface relationships
- DirectFB objects
- Surfaces and Layers
- Surface pixel formats
- The Primary Surface
- Drawing
- Image providers
- Video providers
- BitBlat
- Video Mixing
- Alpha Blending
- Color keying

Interface programming

DirectFB's interface programming model and guidelines on how best to use it.

- Interface programming model
- Interface relationships
- Warnings and recommendations

Surfaces and Layers

DirectFB Surfaces and layers and how they relate to each other.

- DirectFB Surfaces
- Surface Description
- Surface mixing properties
- Surface pixel formats
- Sub-Surfaces
- DirectFB Layers
- Layer mixing properties

Drawing and providers

Basic drawing, font, and image and video providers.

- Drawing tools
- Fonts
- Image providers
- Video providers
- BitBlat

Video mixing

DirectFB video mixing overview.

- Video composition
- DirectFB mixing implementation

Alpha blending

- Alpha blending
- Algebra of alpha blending
- DirectFB Blend Functions

Color keying

Color and chroma keying.

- Color keying
- DirectFB color keying

Target audience

This class is aimed at programmers who need to use DirectFB and who wish to avoid wasted time and costly mistakes as well as fully understanding what they are doing so they can produce more compelling visual experiences.

Time and arrangements

This class takes 3 days. Check our schedule at:

www.bores.com/index_schedule.htm

It can also be presented 'on site' by special arrangement and the material can be adapted if you have specific needs.

Booking and questions

Call us by phone or send an email to book or to ask questions:

- contact Dr Chris Bore
- mobile +44 7921 153219
- email: chris@bores.com

About Us

BORES Signal Processing train managers, engineers and programmers to understand and use DSP and streaming media processing.

- established 24 years
- excellent reputation
- worldwide activities
- www.bores.com