

# Microsoft is about to launch DirectX 12 game programming interface

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**According to Microsoft,** AMD, Intel, Nvidia, and Qualcomm, will be partners to support the new API. Anuj Gosalia, head of Windows Graphics at Microsoft, will introduce DirectX 12 at the Game Developer Conference. And despite DirectX's previous successes, Microsoft believes that the upcoming DirectX 12 version will also help programmers to create more realistic, realistic graphics.

Previously, DirectX 11 was released in 2009, at the same time of Windows 7 release, adding 3D animation and multimedia effects that gamers often see in the game today. DirectX is like a tool used by programmers so that their game can take advantage of the computer hardware power to process images, providing high quality graphics.

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