
DX*Renderer Documentation*
Release documentation

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Contents

Welcome to the DX Renderer Documentation. DX Renderer is a free and open source framework that allows you do create stunning 3D scenes using the DirectX12 API.

The following pages are meant to help you both use, understand, modify and extend the DX Renderer framework to your desires.

[_about_page](#) - This page will introduce you in more depth to what DX Renderer is, what its goals are and what it can do.