Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL)

By Mason Woo, Jackie Neider, Tom Davis

Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis

Explaining how to create graphics programs using Release 1.1 of OpenGL, this text includes coverage of GLUT, the OpenGL utility toolkit, which eases the learning curve for programmers wishing to explore the program.

Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL)

By Mason Woo, Jackie Neider, Tom Davis

Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis

Explaining how to create graphics programs using Release 1.1 of OpenGL, this text includes coverage of GLUT, the OpenGL utility toolkit, which eases the learning curve for programmers wishing to explore the program.

Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis Bibliography

- Sales Rank: #1832440 in Books
- Published on: 1997-01
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x 7.50" w x 1.50" l,
- Binding: Paperback
- 650 pages

⬇ **Download** Opengl Programming Guide: The Official Guide to Le ...pdf

🗎 **Read Online** Opengl Programming Guide: The Official Guide to ...pdf

Download and Read Free Online Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis

Editorial Review

Amazon.com Review
The OpenGL graphics libraries offer programmers the ability to construct and render remarkably realistic 3-D scenes that can incorporate multiple lighting sources, various types of perspective, and various special effects. The *OpenGL Programming Guide* is a comprehensive and definitive resource on using the extensive capabilities offered by OpenGL. Beginning with coverage of basic OpenGL objects--points, lines, and polygons--it advances through functions for selecting colors, lighting, reflective properties, texture, atmospheric haze, and more. Basic concepts of 3-D graphics are made accessible with analogies to cameras, and advanced sidebars and appendices go into deep detail about OpenGL.

From the Back Cover

OpenGL is a powerful software interface for graphics hardware that allows graphics programmers to produce high-quality color images of 3D objects. The functions in the OpenGL library enable programmers to build geometric models, view models interactively in 3D space, control color and lighting, manipulate pixels, and perform such tasks as alpha blending, antialiasing, creating atmospheric effects, and texture mapping.

The *OpenGL Programming Guide, Second Edition*, shows how to create graphics programs, many of which highlight features of the latest OpenGL release. Assuming users have a background in C programming, the book discusses the architecture and functions of OpenGL, Version 1.1.

The second edition contains the following additions and improvements:

- coverage of the new features of OpenGL, Version 1.1, including all texturing changes, vertex arrays, polygon offset, and RGBA logical operations
- the incorporation of the OpenGL Utility Toolkit, GLUT, in all programming examples
- an overview of the OpenGL rendering pipeline and state machine
- enhanced coverage of polygon tessellation, quadric surfaces, pixel operations, and error handling
- more performance tips
- a greatly expanded index

The OpenGL Technical Library provides tutorial and reference books for OpenGL. The library enables programmers to gain a practical understanding of OpenGL and show them how to unlock its full potential.

The OpenGL Technical Library is developed under the auspices of the Architecture Review Board (ARB), an industry consortium responsible for guiding the evolution of OpenGL and related technologies. The OpenGL ARB is composed of industry leaders such as Digital Equipment Corporation, Evans & Sutherland, Hewlett-Packard, IBM, Intel, Intergraph, Microsoft, Sun Microsystems, and Silicon Graphics.

0201461382B04062001

Users Review

From reader reviews:

Phyllis Peters:

Book is usually written, printed, or illustrated for everything. You can understand everything you want by a publication. Book has a different type. To be sure that book is important factor to bring us around the world. Next to that you can your reading expertise was fluently. A reserve Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) will make you to become smarter. You can feel much more confidence if you can know about everything. But some of you think which open or reading any book make you bored. It isn't make you fun. Why they can be thought like that? Have you seeking best book or appropriate book with you?

Michael Kelly:

Here thing why this particular Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) are different and trusted to be yours. First of all examining a book is good nonetheless it depends in the content from it which is the content is as tasty as food or not. Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) giving you information deeper as different ways, you can find any e-book out there but there is no book that similar with Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL). It gives you thrill reading through journey, its open up your eyes about the thing which happened in the world which is possibly can be happened around you. You can bring everywhere like in area, café, or even in your means home by train. When you are having difficulties in bringing the branded book maybe the form of Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) in e-book can be your choice.

Elizabeth Johannes:

Spent a free a chance to be fun activity to accomplish! A lot of people spent their sparetime with their family, or their very own friends. Usually they carrying out activity like watching television, about to beach, or picnic from the park. They actually doing ditto every week. Do you feel it? Would you like to something different to fill your free time/ holiday? Could possibly be reading a book might be option to fill your no cost time/ holiday. The first thing you ask may be what kinds of reserve that you should read. If you want to try look for book, may be the reserve untitled Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) can be excellent book to read. May be it is usually best activity to you.

Deanne Mohammed:

Do you like reading a e-book? Confuse to looking for your favorite book? Or your book was rare? Why so many question for the book? But almost any people feel that they enjoy intended for reading. Some people likes looking at, not only science book but in addition novel and Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) or perhaps others sources were given expertise for you. After you know how the fantastic a book, you feel want to read more and more. Science publication was created for teacher or even students especially. Those ebooks are helping them to include their knowledge. In

different case, beside science e-book, any other book likes Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) to make your spare time much more colorful. Many types of book like this.

Download and Read Online Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis #IVK8MPWXRTZ

Read Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis for online ebook

Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis books to read online.

Online Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis ebook PDF download

Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis Doc

Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis Mobipocket

Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis EPub

IVK8MPWXRTZ: Opengl Programming Guide: The Official Guide to Learning Opengl, Version 1.1 (OTL) By Mason Woo, Jackie Neider, Tom Davis