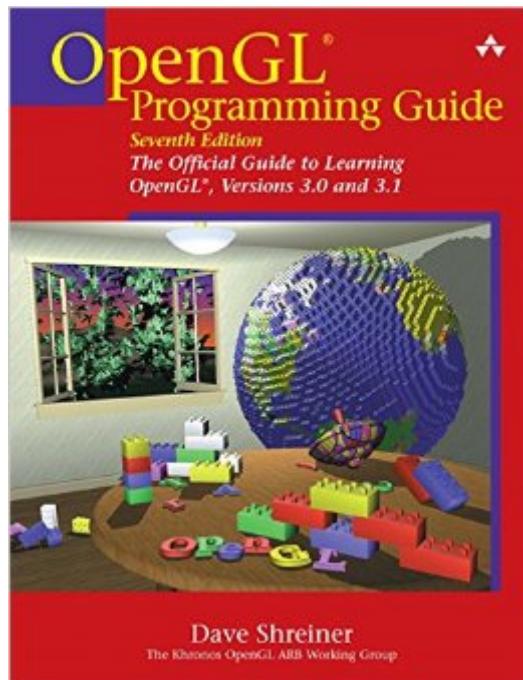


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# OpenGL Programming Guide: The Official Guide To Learning OpenGL, Versions 3.0 And 3.1 (7th Edition)



## Synopsis

OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling *OpenGL Programming Guide* • describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including • Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

## Book Information

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## Customer Reviews

I'm honestly not sure that this book will be very useful to many people at all. If you are both new to OpenGL and will have to deal with old OpenGL code, then it might just be worth it, otherwise, forget it. First, literally 85-90% of the pages in the book relate to functions that have been deprecated. Second, it doesn't make it all that clear exactly what has or hasn't been deprecated so it's rather a mess to dig through to find the relevant bits. Finally, it covers rather little beyond the very basics of GLSL, which is basically what OpenGL 3.0+ is all about. Let me put it this way: If you will have to deal with old code base but already know OpenGL pre-3.0 well then you already know how to deal with old OpenGL code base and since the new stuff is so buried and so sparse what does this get you? If you are new to OpenGL and won't have to deal with an old code base why bother with all the deprecated junk? You do not want to be starting off new code doing it the old ways. In this case: If you need to know the basics of the 3D graphics, don't try to learn it from this book, get a solid, general purpose 3D graphics book for that (or at least something like "Advanced Graphics Programming using OpenGL" which also uses largely deprecated functions but it's written in a better style for this purpose). For a basic introduction on how to use OpenGL (to get yourself up to speed on the basic outline of the API), get something like "Beginning OpenGL Game Programming 2nd ed" just get you started. It'll quickly show you the basic ropes of OpenGL and what you need to do to get the system initialized, viewports set, shaders initialized, rendering attached to Windows windows and some basic info on vertex buffers and such.

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