

[PDF] Read OpenGL SuperBible: Comprehensive Tutorial and Reference Full eBook

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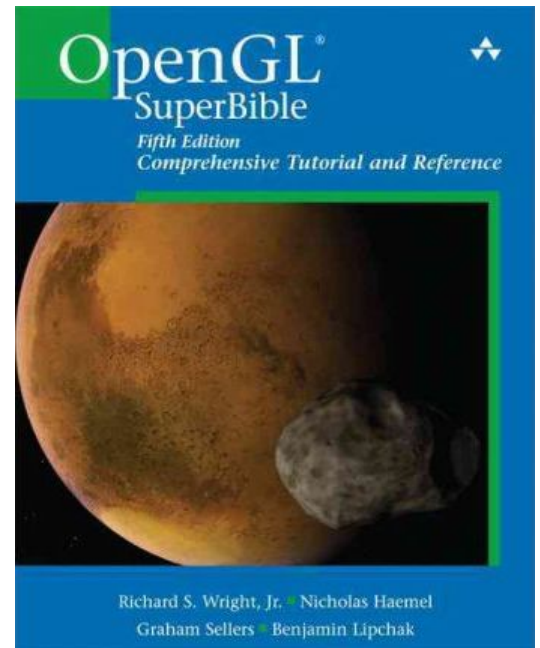
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Description:

OpenGL (R) SuperBible, Fifth Edition is the definitive programmer's guide, tutorial, and reference for the world's leading 3D API for real-time computer graphics, OpenGL 3.3. The best all-around introduction to OpenGL for developers at all levels of experience, it clearly explains both the API and essential associated programming concepts. Readers will find up-to-date, hands-on guidance on all facets of modern OpenGL development, including transformations, texture mapping, shaders, advanced buffers, geometry management, and much more. Fully revised to reflect ARB's latest official specification (3.3), this edition also contains a new start-to-finish tutorial on OpenGL for the iPhone, iPod touch, and iPad. Coverage includes*

- A practical introduction to the essentials of real-time 3D graphics*
- Core OpenGL 3.3 techniques for rendering, transformations, and texturing*
- Writing your own shaders, with examples to get you started*
- Cross-platform OpenGL: Windows (including Windows 7), Mac OS X, GNU/Linux, UNIX, and embedded systems*
- OpenGL programming for iPhone, iPod touch, and iPad: step-by-step guidance and complete example programs*
- Advanced buffer techniques, including full-definition rendering with floating point buffers and textures*
- Fragment operations: controlling the end of the graphics pipeline*
- Advanced shader usage and geometry management*
- A fully updated API reference, now based

on the official ARB (Core) OpenGL 3.3 manual pages* New bonus materials and sample code on a companion Web site, www.starstonesoftware.com/OpenGL Part of the OpenGL Technical Library-The official knowledge resource for OpenGL developersThe 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 OpenGL Architecture Review Board (ARB) Steering Group (now part of the Khronos Group), an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

Recommendations:

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""Part of the OpenGL Technical Library-The official knowledge resource for OpenGL developers"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 OpenGL Architecture Review Board (ARB) Steering Group (now part of the Khronos Group), an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

About Richard S. Wright

Richard S. Wright, Jr., is a Senior Software Engineer for Software Bisque, where he develops multimedia astronomy and planetarium software using OpenGL. A former Real 3D representative to the OpenGL ARB, he has written many OpenGL-based games, scientific and medical applications, database visualization tools, and educational programs. Nicholas Haemel has led 3D graphics hardware/software architecture design and development for eight years at ATI and AMD, and contributed to OpenGL standards 3.0, 3.1, 3.2, and 3.3. Graham Sellers is a manager in the OpenGL group at AMD and leads a team of OpenGL software developers working on AMD's OpenGL drivers. He represents AMD at the ARB, has authored many OpenGL extensions, and contributed to the OpenGL 3.2, 3.3, and 4.0 specifications. Benjamin Lipchak, Software Engineering Manager at Apple, leads a team working on graphics developer technologies and benchmarks, and is responsible for OpenGL ES conformance of iPhone and iPod touch. He formerly managed an OpenGL ES driver team at AMD and led the Khronos OpenGL ecosystem group, where he established the OpenGL SDK and OpenGL Pipeline newsletter.

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