OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 2, 5th Edition

OpenGL Architecture Review Board, Dave Shreiner, Mason Woo, Jackie Neider, Tom Davis

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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 OpenGLA (R) Programming Guide, Fifth Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 1.4. This fifth edition of the best-selling "red book" describes the latest features of OpenGL Versions 1.5 and 2.0, including the introduction of the OpenGL Shading Language. 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 fifth edition has been extensively updated to include the newest features of OpenGL Versions 1. 5 and 2.0, including: *Storage of vertex arrays in buffer objects for faster rendering *Occlusion queries for course-grain visibility testing *Non-power-of-two dimensioned texture maps *Point sprites *Separate stencil operations for RGB and alpha *Rendering to multiple color buffers using GLSL Most importantly, this edition discusses the OpenGL Shading Language (GLSL) and explains the mechanics of using this new language to create complex graphics effects and boost the computational power of OpenGL.

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