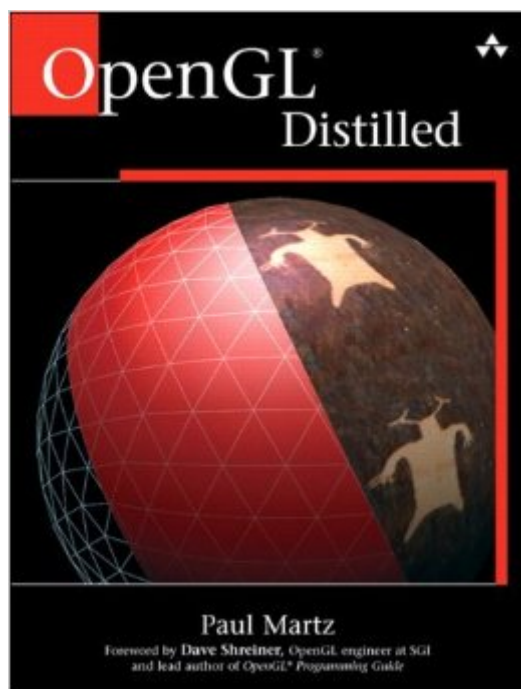


The book was found

OpenGL Distilled



Synopsis

OpenGL opens the door to the world of high-quality, high-performance 3D computer graphics. The preferred application programming interface for developing 3D applications, OpenGL is widely used in video game development, visualization and simulation, CAD, virtual reality, modeling, and computer-generated animation. *OpenGL® Distilled* provides the fundamental information you need to start programming 3D graphics, from setting up an OpenGL development environment to creating realistic textures and shadows. Written in an engaging, easy-to-follow style, this book makes it easy to find the information you're looking for. You'll quickly learn the essential and most-often-used features of OpenGL 2.0, along with the best coding practices and troubleshooting tips. Topics include Drawing and rendering geometric data such as points, lines, and polygons Controlling color and lighting to create elegant graphics Creating and orienting views Increasing image realism with texture mapping and shadows Improving rendering performance Preserving graphics integrity across platforms A companion Web site includes complete source code examples, color versions of special effects described in the book, and additional resources.

Book Information

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Customer Reviews

In "OpenGL Distilled", Paul Martz details the essential elements of the OpenGL 2.0 API used in regular development. As the title describes, the book is a concise 266 pages that span eight chapters and four appendices. The book is published by Addison-Wesley Professional (ISBN:

0321336798) and is retails for \$35 USD. Starting with the first chapter, An Introduction to OpenGL, Martz provides a brief paragraph or two of background summary, followed by what you will, and will not learn in the chapter. The writing and flow is well structured and consistent, making it easy to follow. Each chapter picks a subset of the OpenGL API and highlights the practical issues with each command that a programmer may encounter in actual development. The other chapters, Drawing Primitives, Transformation and Viewing, Lighting, Pixel Rectangles, Texture Mapping, Extensions and Versions, and Platform-Specific Interface, all follow an identical format. Each chapter picks and describes the usage of several of the core OpenGL API commands. Generally, the selected commands are well chosen as they are fundamental to the API. The text illustrates usage, pitfalls, and occasionally provides common debugging solutions with the selected commands. Throughout the book, small code fragments and example code is provided. Each code fragment shows operational usage of the key API commands covered in the chapter. There is also a web site where you can download all of the source code, view the color slides, and check for updates. While the book also provides many references to other sources of OpenGL API information, it doesn't attempt to describe all the API functions. As such, extension libraries, such as GLU/GLUT, shaders, or complex lighting aren't considered due to scope.

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