

Opengl Programming Guide

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OpenGL Programming Guide

OpenGL® Programming Guide, Ninth Edition, presents definitive, comprehensive information on OpenGL 4.5, 4.4, SPIR-V, OpenGL extensions, and the OpenGL Shading Language. It will serve you for as long as you write or maintain OpenGL code.

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OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 1.1. About This Guide. Chapter 1. Introduction to OpenGL. Chapter 2. State Management and Drawing Geometric Objects. Chapter 3.

OpenGL Programming Guide : Table of Contents

OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders.

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The OpenGL Programming Guide, The OpenGL® Programming Guide 9th Edition. John Kessenich, Graham Sellers, and Dave Shreiner. Welcome to the website for the OpenGL Programming Guide (the "Red Book"). The latest release — the ninth edition — brings the most comprehensive discussion of the OpenGL API completely up to date.

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OpenGL is a software interface to graphics hardware. This interface consists of about 150 distinct commands that you use to specify the objects and operations needed to produce interactive three-dimensional applications. OpenGL is designed as a streamlined, hardware-independent interface to be implemented on many different hardware platforms.

Chapter 1 - OpenGL Programming Guide

The OpenGL SDK is a gathering of 3rd party contributions from many of the leaders in the community. In some cases the information and downloads are available directly from the SDK on opengl.org. In other cases, you'll find links to the original materials elsewhere on the web. In all cases, the contributions have been hand selected and represent ...

OpenGL SDK

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This new edition is your practical guide to using the OpenGL of today. Modern OpenGL is centered on the use of shaders, and this edition of the Programming Guide jumps right in, with shaders covered in depth in Chapter 2. It continues in later chapters with even more specifics on everything from texturing to compute shaders.

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