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OpenGL Programming Guide : Table of Contents

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For years, graphics programmers have relied on a single authoritative book to master OpenGL programming: The OpenGL Programming Guide, also known as "the Red Book." With the release of Version 3.0, developers must master a radically new and more powerful version of OpenGL: one that breaks binary and source code compatibility and requires fundamentally different coding techniques.

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OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3.

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The OpenGL Programming Guide, now in its third edition, is the definitive volume for programmers using this evolving graphics interface standard.Written by members of the OpenGL Architecture Review Board, this book offers understandable tutorials and lessons on getting up to speed and getting the most out of the latest version of OpenGL, version 1.2.

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OpenGL - The Industry Standard for High Performance Graphics

OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 Dave Shreiner , Graham Sellers , John M. Kessenich , Bill M. Licea-Kane Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders.

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OpenGL Programming Guide: The Official Guide to Learning Opengl, Version 4.5 with Spir-V (Inglés) Tapa blanda – 8 julio 2016 de John M. Kessenich (Autor), Graham M. Sellers (Autor), Dave Shreiner (Autor) 4,1 de 5 estrellas 19 valoraciones Ver los formatos y ediciones

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Once you begin programming with OpenGL, you might want to obtain the OpenGL Reference Manual by the OpenGL Architecture Review Board (Reading, MA: Addison-Wesley Developers Press, 1996), which is designed as a companion volume to this guide.

OpenGL Programming Guide

OpenGL 4.5 is an exceptionally mature and robust platform for programming high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and shaders. OpenGL (R) Programming Guide, Ninth Edition, presents definitive, comprehensive information on OpenGL 4.5, 4.4, SPIR-V, OpenGL extensions, and the OpenGL Shading Language.

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