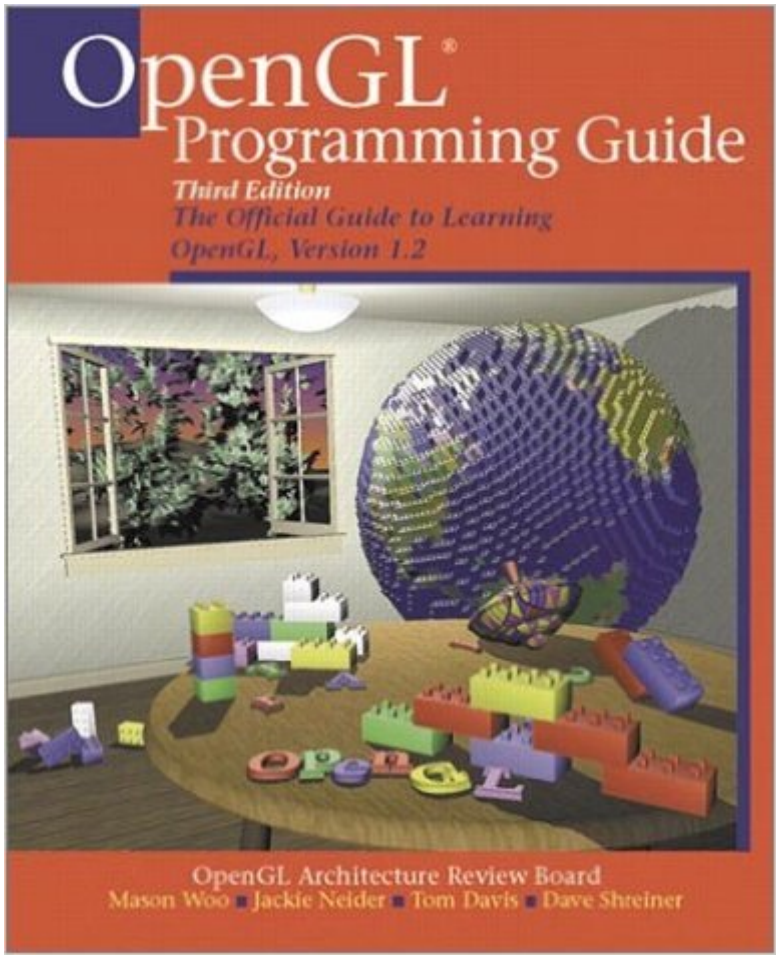
OpenGL(R) Programming Guide: The Official Guide To Learning OpenGL, Version 1.2 (3rd Edition)



Synopsis

This book provides definitive information on OpenGL, a powerful software interface for graphics hardware that enables graphics programmers to produce high-quality color images of 3D objects. The authors' coverage ranges from basic functions of the latest OpenGL release to the sophisticated capabilities of the OpenGL Utility Library. The third edition has been extensively updated to include the newest features of OpenGL, Version 1.2, and includes many code examples and sample color images. The Architecture Review Board (ARB) is an industry consortium responsible for guiding the evolution of OpenGL and related technologies, and is comprised of industry leaders such as Evans & Sutherland, Hewlett-Packard, IBM, Intel, Intergraph, Microsoft, Sun Microsystems, and Silicon Graphics.

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Customer Reviews

The 3rd Edition of the "OpenGL Programming Guide" is an important upgrade to what is the definitive introduction to OpenGL programming. I was pleased to participate in the technical review of this book so I can attest to (and I guess be held indirectly accountable for) the book's completeness and accuracy.If you are interested in practical 3D programming using the latest in 3D hardware acceleration and you want a straightforward and portable programming interface, OpenGL is definitely the way to go, and this book is what you need to get started.Since the last update two years ago, OpenGL 1.2 and the OpenGL multitexturing extension have been standardized. This Guide has complete explanations and tutorial coverage on all new OpenGL 1.2 features and the

multitexturing extension.OpenGL 1.2 is packed with new features like volume textures, image processing capabilities, more image formats, etc, etc. The book covers _all_ the new stuff in OpenGL 1.2. OpenGL multitexturing is already widely available. Games such as the much anticipated "Quake III: Arena" use OpenGL multitexturing, and I expect lots of other 3D games will be using multitexturing as well.Since the book uses the OpenGL Utility Toolkit (GLUT), all the examples can be compiled and run on basically all OpenGL implemenetations, independent of operating system (Linux, Windows 95/NT, IRIX, MacOS, etc). The updated book also contains appendices that detail operating system specific OpenGL usage.If you are a newbie to OpenGL, this is definitely the book to start with.But I bet most OpenGL programmers already have an earlier edition of this book so the big question is whether the new edition is worth it.

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