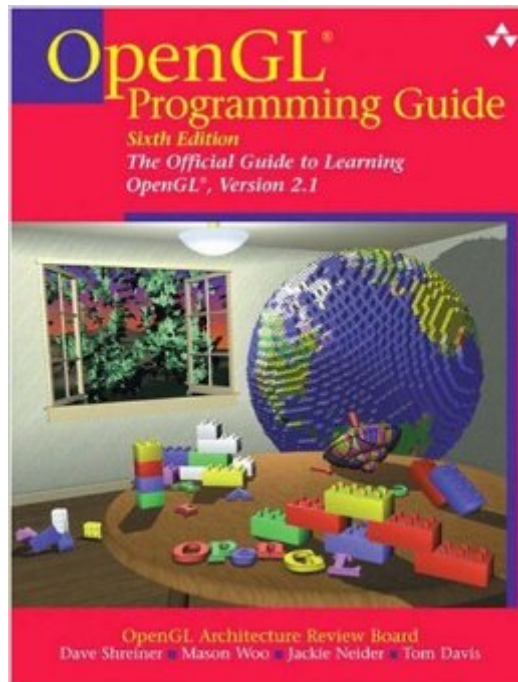# OpenGL(R) Programming Guide: The Official Guide To Learning OpenGL(R), Version 2.1 (6th Edition)

# Synopsis

OpenGL® Programming Guide, Sixth EditionOpenGL is a powerful software interface used to produce high-quality, computergenerated images and interactive applications using 2D and 3D objects, bitmaps, and color images.The OpenGL® Programming Guide, Sixth Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.0. This sixth edition of the best-selling "red book" describes the latest features of OpenGL Version 2.1. 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 sixth edition has been updated to include the newest features of OpenGL Version 2.1, including: Using server-side pixel buffer objects for fast pixel rectangle download and retrieval Discussion of the sRGB texture format Expanded discussion of the OpenGL Shading LanguageThis edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the OpenGL Architecture Review Board (ARB) Steering Group (now part of the Khronos Group), an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

# Book Information

Paperback: 928 pages

Publisher: Addison-Wesley Professional; 6 edition (August 9, 2007)

Language: English

ISBN-10: 0321481003

ISBN-13: 978-0321481009

Product Dimensions:  7 x 1.6 x 9.1 inches

Shipping Weight: 3 pounds

Average Customer Review:  3.8 out of 5 starsÂ Â See all reviewsÂ (6 customer reviews)

Best Sellers Rank: #949,134 in Books (See Top 100 in Books)   #36 in Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL   #1170 in Books > Textbooks > Computer Science > Graphics & Visualization   #1191 in Books > Textbooks > Computer Science > Software Design & Engineering

## Customer Reviews

Don't buy this book. It is simply an accumulation and rehash of all the previous versions lacking the grace of somebody editing out things that have become, to all practical purposes, obsolete.It will have you believe that certain features of OpenGL are alive and well, when in fact they are archaic, and have been replaced by new facilities in the language. This is not a book that will assist a beginner, it may be of use to a technical historian.As an example, extensive sample code is provided to illustrate gluBuild2DMipmaps() but no code is provided for the more uptodate GL_GENERATE_MIPMAPS and there is no explanation of it's use with borders...If you are beginning OpenGL look elsewhere.

Though you can probably find most of the content in this book on the internet, the OpenGL Programmer's Guide is a great reference when programming using opengl. It has easily understandable explanations for every function, as well as many great examples. When I need to use a refernce to see if there are any functions that suit my needs, I can usually find them faster in this book than through google.

Book came in earlier then expected, in what appeared to be absolutely new condition. There wasn't so much as a bent corner.The book itself was amazing; Many aspects of OpenGL were covered in very thorough sections. Example code was plentiful and very easy to understand. I recommend this book to anyone with a desire to program in OpenGL or any 3d graphics API.

Download to continue reading...

OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL(R), Version 2.1 (6th Edition) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 (8th Edition) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with SPIR-V OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 OpenGL Programming Guide: The Official Guide to Learning OpenGL, Versions 3.0 and 3.1 (7th Edition) Learning: 25 Learning Techniques for Accelerated Learning - Learn Faster by 300%! (Learning, Memory Techniques, Accelerated Learning, Memory, E Learning, ... Learning Techniques, Exam

Preparation) Programming #8:C Programming Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++ programming language, Android , Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) FORTRAN Programming success in a day:Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, Css, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) Parallel Programming: Success in a Day: Beginners' Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel Programming, Programming, ... C++ Programming, Multiprocessor, MPI) R Programming: Learn R Programming In A DAY! - The Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R Programming, ... Course, R Programming Development Book 1) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) Pokemon Black Version 2 & Pokemon White Version 2 Scenario Guide: The Official Pokemon Strategy Guide (Prima Official Game Guides: Pokémon) Vulkan Programming Guide: The Official Guide to Learning Vulkan (OpenGL) XML Programming Success in a Day: Beginner's Guide to Fast, Easy, and Efficient Learning of XML Programming (XML, XML Programming, Programming, XML Guide, ... XSL, DTD's, Schemas, HTML5, JavaScript) VBScript: Programming Success in a Day: Beginner's Guide to Fast, Easy and Efficient Learning of VBScript Programming (VBScript, ADA, ASP.NET, C#, ADA ... ASP.NET Programming, Programming, C++, C)