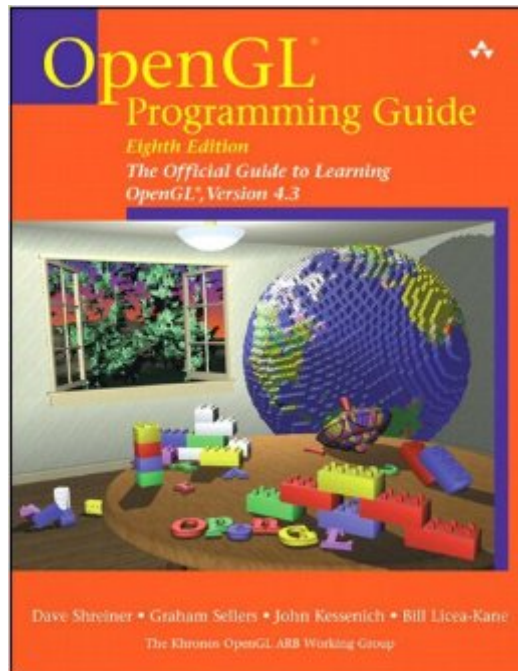


The book was found

OpenGL Programming Guide: The Official Guide To Learning OpenGL, Version 4.3



Synopsis

Includes Complete Coverage of the OpenGL® Shading Language! 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. 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. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, function-centric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. 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. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

Book Information

File Size: 97251 KB

Print Length: 984 pages

Simultaneous Device Usage: Up to 5 simultaneous devices, per publisher limits

Publisher: Addison-Wesley Professional; 8 edition (March 19, 2013)

Publication Date: March 19, 2013

Sold by: Digital Services LLC

Language: English

ASIN: B00C2SBOJE

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #540,400 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #29

inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL #313

inÂ Kindle Store > Kindle eBooks > Computers & Technology > Web Graphics #363 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Video Production

Customer Reviews

After the first two chapters and a half, I was about ready to return this refined hunk of tree to . The website (opengl-redbook.com) has a ZIP archive containing most of the code for this book. Unfortunately, almost all the code projects which were made in Visual Studio 9 & 10 fail to build right out of box. Even after some surgery they really just failed. I managed to get the first example in the book to build. This was not included in the ZIP archive (chapters 1 & 2 are not in the archive), so it was really a compilation of the code listings in the book and some random pre-built stuff by the authors. This book is really more of a reference manual than a learning guide because without having a way to actually do something, all this book provides is a bunch of API listing. It may come in handy once I learn modern OpenGL from some other source. For now, it will sit on a shelf collecting dust for a few months. It seems like the only practical alternatives are online tutorials ([...] or the SuperBible. I bought this book thinking it would show how to use raw OpenGL because apparently the SuperBible uses an extensive pre-built library from the authors. While this book does describe raw OpenGL, it does so in a brute force method and does not show you how to do things. It really just describes a bunch of features and moves on. This would be okay as long as the examples worked/existed because then you could try things out. If the authors can get fully functional examples uploaded to their site, this book may be a learning guide. Until then, this book will remain unpublished from my point of view. Seriously, can't even have working source code two months (as of late September 2013, 6 months now) after release?

I read this book on safari books online as a rough cut, though it was complete. It's a great book on OpenGL. The last generation of modern OpenGL books such as the 7th edition of this series covered way to much depreciated materials. This book does not. It is fully updated and covers only modern OpenGL 4.3. Since the 4.0 series and 3.3 are very much a like (they were released at the same time 3.3 is similar to 4.0 but works on dx10 cards) you can use this book for 3.3 and only have to

change a few lines. This is good since you shouldn't only target the latest version of OpenGL if you want a large customer base. Also the last edition of the OpenGL superbible (5th ed) had the problem of covering the author's wrapper instead of covering the OpenGL api itself. This book DOES NOT have that problem. It covers the api itself. Because all the modern OpenGL books have the issues discussed above, and this book does not have those issues, this is THE modern OpenGL book to get at the time of this review, it's about time we get a good book for modern OpenGL! UPDATE 1: I have a paper back copy in my hands right now. I have read a hundred plus pages and flipped through a lot more of it. This book is very well organized. First the appendix itself is a book, at nearly 300 pages. It has chapter on freeGLUT, OpenGL es and WebGL, it's an entire chapter worth on WebGL, as well as references for glsl variables and functions, and OpenGL state variables. These are easily searchable cause they are organized. There is an appendix for the low level window systems of Linux (GLX), windows (wgl), and mac. And more, here is a listing of all the appendices.

[Download to continue reading...](#)

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 (8th Edition)
OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 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, 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, 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: PokÃ©mon) 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)

[Dmca](#)