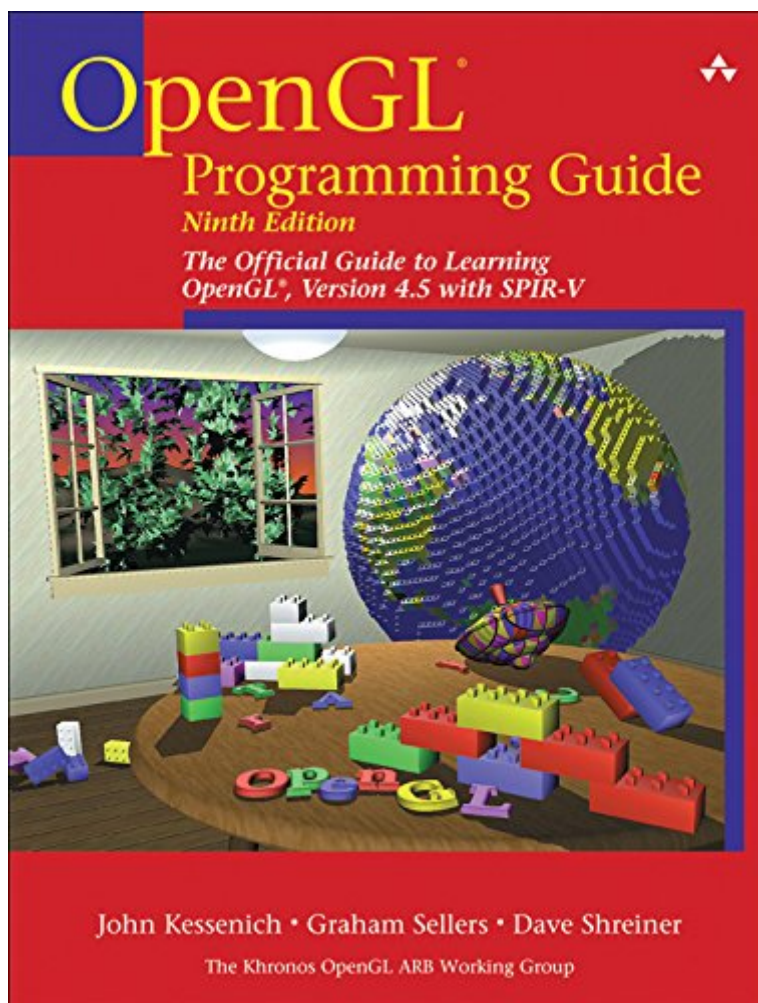


The book was found

OpenGL Programming Guide: The Official Guide To Learning OpenGL, Version 4.5 With SPIR-V



Synopsis

> OpenGL® Programming Guide, Ninth 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: 70340 KB

Print Length: 976 pages

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

Publisher: Addison-Wesley Professional; 9 edition (July 25, 2016)

Publication Date: July 25, 2016

Sold by: Digital Services LLC

Language: English

ASIN: B01ITNCBU6

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #309,930 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #14

in Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL #149

in Kindle Store > Kindle eBooks > Computers & Technology > Web Graphics #286 in Kindle Store > Kindle eBooks > Computers & Technology > Graphic Design

Customer Reviews

I'm going to start with my first impression, as I always download the sample code and go from there with reading while trying out the code. The website contains the sample code from the 8th edition of

this book, and the projects are set up for Visual Studio 2008 (this is 8 years past, in the IT programming world, that's a few light years behind....) I haven't even started reading, but I'm still optimistic that the authors will update the website (since doing so is WAY overdue.....) and that they will explain the subject matter well. If not, I will update this review. I think I'm being very generous with the three stars as it is, given this first impression is anything but impressive. Proceed with caution on the purchase link here folks. I updated my review to be a one star, because I've been reading for a day and a half, and I still have no idea how to even start coding with OpenGL. I have actually found more help from outside this book, than what's inside.....sorry to say, and perhaps it will become a good reference, but as for helping me to start programming with OpenGL, I couldn't even get the first triangles.cpp program to compile. I'm seriously disappointed, and I would like to return it. I seriously cannot believe the authors lack of support for their readers..... the authors do not include their email contact info, the website has one link to download old code and projects from Visual Studio 2008. In conclusion, I would not recommend this book to anyone wishing to learn about starting to program in OpenGL (it may be a great reference for someone who is already familiar with OpenGL 101, but I haven't passed that point yet, we shall see).

[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: Pok 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](#)