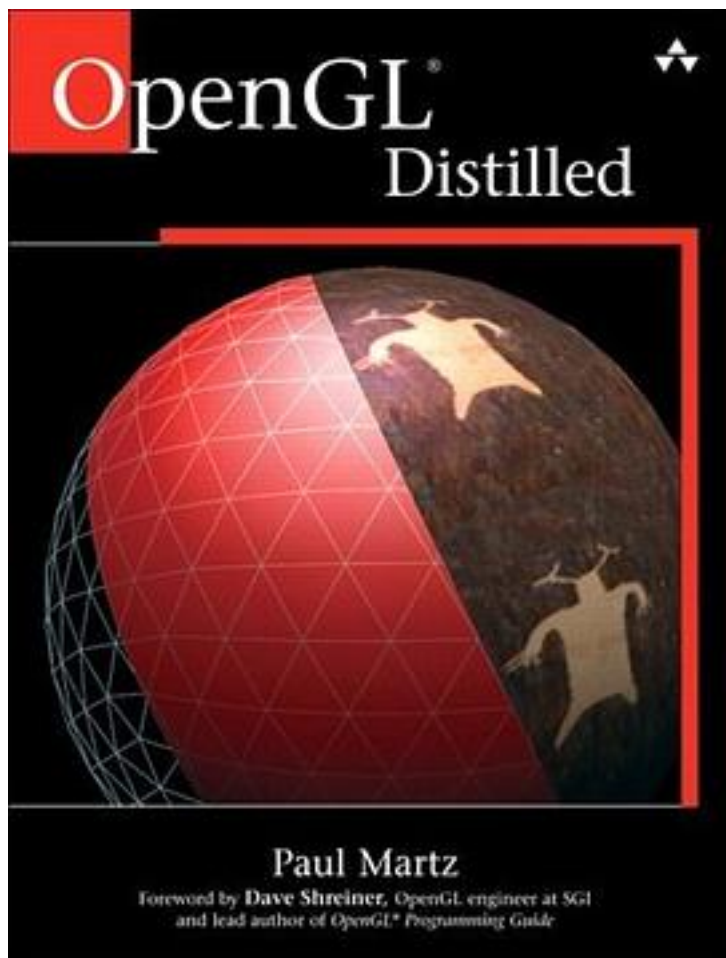


# OpenGL Distilled



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OpenGL opens the door to the world of high-quality, high-performance 3D computer graphics. The preferred application programming interface for developing 3D applications, OpenGL is widely used in video game development, visualization and

simulation, CAD, virtual reality, modeling, and computer-generated animation. OpenGL(R) Distilled provides the fundamental information you need to start programming 3D graphics, from setting up an OpenGL development environment to creating realistic textures and shadows. Written in an engaging, easy-to-follow style, this book makes it easy to find the information you're looking for. You'll quickly learn the essential and most-often-used features of OpenGL 2.0, along with the best coding practices and troubleshooting tips. Topics include \* Drawing and rendering geometric data such as points, lines, and polygons \* Controlling color and lighting to create elegant graphics \* Creating and orienting views \* Increasing image realism with texture mapping and shadows \* Improving rendering performance \* Preserving graphics integrity across platforms A companion Web site includes complete source code examples, color versions of special effects described in the book, and additional resources.

作者介绍:

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## 标签

OpenGL

Graphics

3D

计算机科学

计算机图形学

游戏编程

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评论

入门很好，只包括固定管线的部分内容，后面附录才简单提及了一下可编程管线

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书评

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