

OpenGL



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出版者:Addison-Wesley Professional

出版时间:2006-8-6

装帧:Hardcover

isbn:9780321470553

OpenGL is a powerful software interface used to produce high-quality computer graphics. This boxed set brings together in one specially priced set the two most important guides to OpenGL, OpenGL Programming Guide, 5/e, 0321335732, and OpenGL Shading Language, 2/e, 0321334892. These books are such standards in the field that programmers commonly refer to them simply as "the red book" and "the

orange book." These latest editions cover the many new features found in OpenGL version 2.0. The authors, Dave Shreiner and Randi Rost, are two of the most respected and influential figures in the OpenGL and graphics programming community. Please note, the previous editions of this boxed set contained OpenGL Reference Manual, the "blue book." However, the OpenGL Architectural Review Board now makes the Reference Manual available for free online, and we will no longer be publishing a print version of it. Therefore we've replaced it in this library with OpenGL Shading Language, which makes a perfect companion to OpenGL Programming Guide. Also please note that this edition has a new, more attractive box design.

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