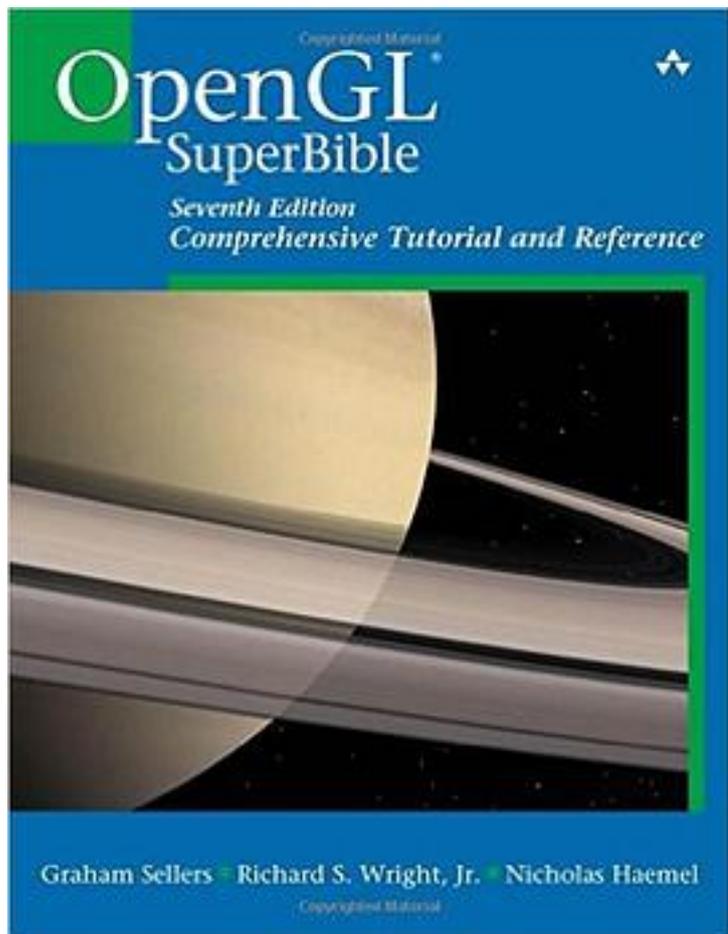# OpenGL Superbible: Comprehensive Tutorial and Reference (7th Edition)

OpenGL SuperBible
Seventh Edition
Comprehensive Tutorial and Reference

Graham Sellers ● Richard S. Wright, Jr. ● Nicholas Haemel

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出版者:Addison

出版时间:2015-7-31

装帧:Paperback

isbn:9780672337475

The authors explain what OpenGL does, how it connects to the graphics pipeline, and

how it manages huge datasets to deliver compelling experiences. Step by step, they present increasingly sophisticated techniques, illuminating key concepts with worked examples. They introduce OpenGL on several popular platforms, and offer up-to-date best practices and performance advice.

This revised and updated edition introduces many new OpenGL 4.5 features, including important ARB and KHR extensions that are now part of the standard. It thoroughly covers the latest Approaching Zero Driver Overhead (AZDO) performance features, and demonstrates key enhancements with new example applications.

Coverage includes

A practical introduction to real-time 3D graphics, including foundational math Core techniques for rendering, transformations, and texturing Shaders and the OpenGL Shading Language (GLSL) in depth Vertex processing, drawing commands, primitives, fragments, and framebuffers Compute shaders: harnessing graphics cards for more than graphics Pipeline monitoring and control Managing, loading, and arbitrating access to data Building larger applications and deploying them across platforms Advanced rendering: light simulation, artistic and non-photorealistic effects, and more Reducing CPU overhead and analyzing GPU behavior Supercharging performance with persistent maps, bindless textures, and fine-grained synchronization Preventing and debugging errors New applications: texture compression, text drawing, font rendering with distance fields, high-quality texture filtering, and OpenMP

Bonus material and sample code are available at openglsuperbible.com.

作者介绍:

About the Author

Graham Sellers, AMD Software Architect and Engineering Fellow, represents AMD at the OpenGL ARB. He has contributed to the core OpenGL specification and extensions, and holds several graphics and image processing patents.

Richard S. Wright, Jr., Senior Software Engineer for Software Bisque, developed multimedia astronomy and planetarium software using OpenGL. For more than a decade he taught OpenGL programming in Full Sail University's game development degree program.

Nicholas Haemel, Director of Camera Software at NVIDIA, has represented NVIDIA at the Khronos Group standards body and authored many OpenGL extensions.

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评论

内容真的太全了，基本上 OpenGL
相干啥事就来查询，每次都能找到解决方案，非常好。

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