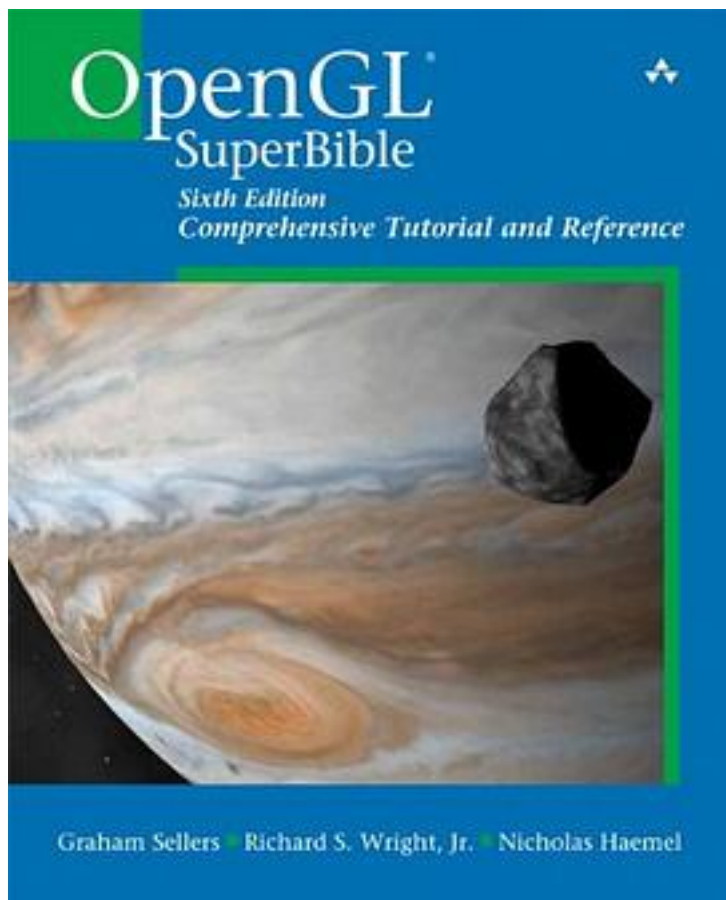


OpenGL Superbible



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著者:Richard S. Wright, Jr.

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OpenGL® SuperBible, Fourth Edition, begins by illuminating the core techniques of “classic” OpenGL graphics programming, from drawing in space to geometric transformations, from lighting to texture mapping. The authors cover newer OpenGL capabilities, including OpenGL 2.1’s powerful programmable pipeline, vertex and

fragment shaders, and advanced buffers. They also present thorough, up-to-date introductions to OpenGL implementations on multiple platforms, including Windows, Mac OS X, GNU/Linux, UNIX, and embedded systems.

Coverage includes

- An entirely new chapter on OpenGL ES programming for handhelds
- Completely rewritten chapters on OpenGL for Mac OS X and GNU/Linux
- Up-to-the-minute coverage of OpenGL on Windows Vista
- New material on floating-point color buffers and off-screen rendering
- In-depth introductions to 3D modeling and object composition
- Expert techniques for utilizing OpenGL's programmable shading language
- Thorough coverage of curves, surfaces, interactive graphics, textures, shadows, and much more
- A fully updated API reference, and an all-new section of full-color images

You'll rely on this book constantly—whether you're learning OpenGL for the first time, deepening your graphics programming expertise, upgrading from older versions of OpenGL, or porting applications from other environments.

作者介绍:

Richard S. Wright, Jr. has been using OpenGL for more than 12 years, since it first became available on the Windows platform, and teaches OpenGL programming in the game design degree program at Full Sail in Orlando, Florida. Currently, Richard is the president of Starstone Software Systems, Inc., where he develops third-party multimedia simulation software for the PC and Macintosh platforms using OpenGL.

Previously with Real 3D/Lockheed Martin, Richard was a regular OpenGL ARB attendee and contributed to the OpenGL 1.2 specification and conformance tests. Since then, Richard has worked in multidimensional database visualization, game development, medical diagnostic visualization, and astronomical space simulation.

Richard first learned to program in the eighth grade in 1978 on a paper terminal. At age 16, his parents let him buy a computer with his grass-cutting money instead of a car, and he sold his first computer program less than a year later (and it was a graphics program!). When he graduated from high school, his first job was teaching programming and computer literacy for a local consumer education company. He studied electrical engineering and computer science at the University of Louisville's Speed Scientific School and made it half way through his senior year before his career got the best of him and took him to Florida. A native of Louisville, Kentucky, he now lives with his wife and three children in Lake Mary, Florida. When not programming or dodging hurricanes, Richard is an avid amateur astronomer and an Adult Sunday School teacher.

Benjamin Lipchak graduated from Worcester Polytechnic Institute with a

double major in technical writing and computer science. “Why would anyone with a CS degree want to become a writer?” That was the question asked of him one fateful morning when Benj was interviewing for a tech writing job at Digital Equipment Corporation. Benj’s interview took longer than scheduled, and he left that day with job offer in hand to work on the software team responsible for DEC’s AlphaStation OpenGL drivers.

Benj’s participation in the OpenGL Architecture Review Board began when he chaired the working group that generated the GL_ARB_fragment_program extension spec. While chairing the Khronos OpenGL Ecosystem Technical SubGroup, he established the OpenGL SDK and created the OpenGL Pipeline newsletter, of which he remains editor.

Benj will now participate in the Khronos OpenGL ES Working Group. After 12 years of OpenGL driver development and driver team management at DEC, Compaq, and ATI, he is headed for smaller pastures. Benj recently became manager of AMD’s handheld software team. Although the API is familiar, the new challenges of size and power consumption make for a great change of scenery. In his fleeting spare time, Benj tries to get outdoors for some hiking or kayaking. He also operates an independent record label, Wachusett Records, specializing in solo piano music.

Nicholas Haemel, developer at AMD in the Graphics Products Group, was technical reviewer for OpenGL SuperBible, Third Edition, and contributed the chapters on GLX and OpenGL ES.

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标签

openGL

图形学

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评论

业界称为“蓝书”，和“红书”配套使用效果更佳.

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书评

我是先读的英文版的红宝书，后来再读的这本英文第五版，感觉相对于这本书来说，红宝书更像本工具书，用来查阅更适合，这本更适合入门，建议看英文原版，作者语言风格很幽默，讲述的也很到位，看着不会觉得累，红宝书看会就想换了。
还有一点opengl发展的很快，市面上很多书籍还...

这本书非常值得一读, 比 OpenGL 编程指南的价值要高些, 里面的代码都非常具有参考价值, 尤其是在 Shading language 部分的内容和代码, 可以让人们初步体会到着色编程的美妙之处. 其他的例子也很不错, 比如阴影方面, 介绍了不少的方法实现, 这些方法在其他的图形引擎都是可以用...

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