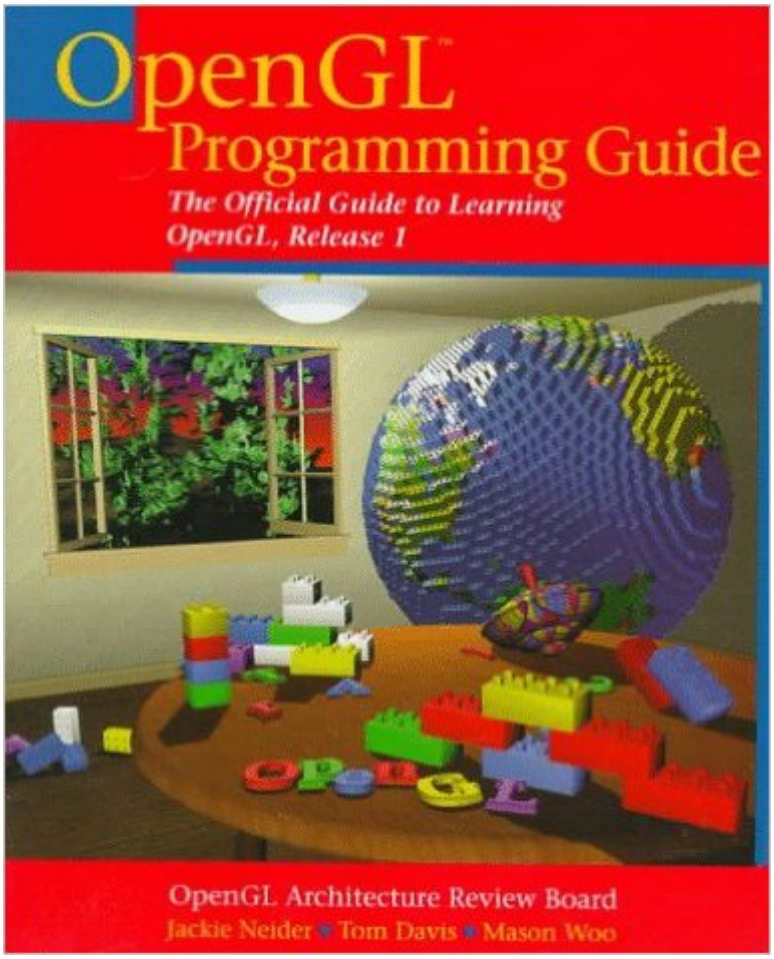
Opengl Programming Guide: The Official Guide To Learning Opengl, Release 1



Synopsis

This book explains how to create graphics programs using OpenGL, Release 1. It presents the overall architecture of OpenGL and discusses in detail every function included in the specification. Numerous programming examples in C show how to use OpenGL functions.

Book Information

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Customer Reviews

This is a wonderful OpenGL book. I especially like the fact that it is specifically written to be platform independant. Other books fail because they try to concentrate on one type of platform, like Win95/98/NT. It does use GLUT but it uses it as a tool to allow the reader to learn the concepts and get right to work with the fun stuff rather than tinkering with the specifics of your OS. This book is especially welcome to Linux programmers because of the fact that it doesn’t concentrate on the Windows API and instead uses GLUT to work across all platforms.

As consumer grade 3D accelerators began to support the OpenGL ICD many Win32 programmers are using the OpenGL 3D API to develop real-time 3D applications. This new breed of OpenGL developers are looking for a good place to start. The Offical Guide to Learning OpenGL (also refered to as "the redbook") is that starting place.Mason Woo and the OpenGL Review Board, along with other contributors walk the reader though well thought out example programs and explain in detail each OpenGL function call. The chapters are well organized, and authors take a complete platform independate approach to OpenGL. An excellent choice for a college text book on the

subject of real-time 3D graphic programming.The only other book to be considered is the OpenGL SuperBible, but it’s poorly organized in comparison and focuses only on the Win32 platform. This book should only be considered if the reader is new to programming and needs to be walked though setting up the development enviroment (such reads should consider going back and learning more about their IDE before venturing into OpenGL programming anyway)For overall content, reference and presentation the OpenGL Programming Guide is the best book I’ve read covering any API.

as a winNT programmer, i broke my teeth trying to understand OpenGL with the use of the MSDN library. although the MSDN library does offer a few tech articles about how to begin using the NT port of OpenGL, it does a poor job at explaining the basics of OpenGL. moreover, in the best of microsoft tradition, the WGL functions (win32 to openGL interface) are cumbersome and very unintuitive and make the learning process almost impossible. this book on the other hand, throws you into the water by releaving you of all the annoying initialization details and technical details that you would only want to know once you have a feel for the OpenGL API. this is done with the use of the GLUT library. while it is true that GLUT is not the most efficient way to write openGL code, it is better to start learning openGL using GLUT then to have to understand each and every detail of openGL architechture before you can draw one vertex. this is an easy escape. I am most pleased with this book and cant wait to finish it... go fetch...

I have taught Opengl for four years. I’ve found the best results by teaching from the OpenGL programming guide. Students are lectured from the material in the book, numerous examples are provided illustrating the concepts and principles of 3D programming and opengl function calls. I use VRML 2.0 to demonstrating the code examples, and student can read the opengl code for the example. During the Semester students use the OpenGL programming Guide to create a 3D game. The game uses movable cameras, hierarchial motion, collision detection, display lists, texture maps, materials, lighting, and nurb surfaces. The material is absorbed within a 5 to 10 week period. I’ve tried other books like the OpenGL superbible, but found the Opengl Programming Guide to be much more comprehensive, and therefore more productive in the results. The OpenGL Programming Guide is a book to keep. Some of the new features in the current release is : introduction to interleave arrays, new glut libraries, and increased documentation on picking, selection and feedback. Get on the Game Programming bandwagon by buying this book. Email me with any additional questions.

In a direct manner, this book teaches the reader the basics of OpenGL programming, totally forgoing any platform-specific issues in favor of a more purist, almost academic, approach. Where platform issues are a problem, the authors defer to the GLUT library, leaving those with questions relating to their operating system's specifics to read other tomes. In short, this is an excellent book for someone interested in GRAPHICS programming, and is well worth any price, but make certain you are comfortable programming your platform first.

For my graphics course, the students were expected to learn OpenGL and implement a feature-rich 2D draw program in week #1, and an even more feature-rich 2D+3D program in week #2. This book provided the tutorials needed to learn the material, plus lots of good advice, and of course, lots of good sample code!

I am an experienced graphics programmer an I have found this book to be the absolute bible for OpenGL programming.To all the readers I would suggest to pay an special attention to chapter 3. The camera analogy made by the authors conatins perhaps the most clarifying paragraphs along the book. This book covers all aspects about 3D application programming and OpenGL. It is so easy to go through it in a progressive fashion that no one should find any difficutlties in becoming a real expert 3D programmer. The chapters devoted to avanced rendering techniques make things to appear so simple... So lots of ins for the whole book. The only out I have found along it, is that it looks pretty much like the OpenGL specification, and for those readers without a good background of programming and windowing might be a little difficult to understand how opengl relates to X windows or Windows NT. Anyway, thanks to the authors for this text. I guess that Mr Kempf isn't going to have the things easy with his 'Official Guide to learning OpenGL release 1.1'. I wish him the best luck in the world. Javier Velasco (SPAIN)

Computer Graphics) Beginning OpenGL Game Programming Learning Game Physics with Bullet Physics and OpenGL Visual Basic 6 Object-Oriented Programming Gold Book: Everything You Need to Know About Microsoft's New ActiveX Release Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP) (Volume 3) Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science (Machine Language) ADA Programming Success In A Day: Beginner's guide to fast, easy and efficient learning of ADA programming C Programming For Beginners: The Simple Guide to Learning C Programming Language Fast! HTML Beginner's Crash Course: HTML for Beginner's Guide to Learning HTML, HTML & CSS, & Web Design (HTML5, HTML5 and CSS3, HTML Programming, HTML CSS, HTML for Beginners, HTML Programming) JAVA Programming for Beginners: The Simple Guide to Learning JAVA Programming fast! Perl Programming Success in a Day: Beginners Guide to Fast, Easy, and Efficient Learning of Perl Programming Prolog Programming Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming Prolog Programming Success in a Day: Beginner's Guide to Fast, Easy, and Efficient Learning of Prolog Programming