Opengl Documentation

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opengl superbible sixth edition is the definitive programmer s guide tutorial and reference for the world s leading 3d api for real time computer graphics opengl 4 3 the best all around introduction to opengl for developers at all levels of experience it clearly explains both the newest api and indispensable related concepts you ll find up to date hands on guidance for all facets of modern opengl development on both desktop and mobile platforms including transformations texture mapping shaders buffers geometry management and much more extensively revised this edition presents many new opengl 4 3 features including compute

shaders texture views indirect draws and enhanced api debugging it has been reorganized to focus more tightly on the api to cover the entire pipeline earlier and to help you thoroughly understand the interactions between opengl and graphics hardware coverage includes a practical introduction to the essentials of realtime 3d graphics core opengl 4 3 techniques for rendering transformations and texturing foundational math for creating interesting 3d graphics with opengl writing your own shad examples to get you started cross platform opengl including essential platform specific api initialization material for linux os x and windows vertex processing drawing commands primitive processing fragments and framebuffers using compute shaders to harness today s graphics cards for more than graphics monitoring and controlling the opengl graphics pipeline advanced rendering light simulation artistic and non photo realistic rendering and deferred shading modern opengl debugging and performance optimization bonus material and sample code are available from the companion site openglsuperbible com

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review board arb an industry consortium responsible for guiding the evolution of opengl and related technologies the opengl arb is composed of leaders in the computer graphics industry 3dlabs apple ati dell evans sutherland hewlett packard ibm intel matrox nvidia sgi and sun microsystems

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 techni 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 now part of the opengl technical library the official knowledge resource for opengl developers the opengl technical library provides tutorial and reference books for opengl the library enables programmers to gain a practical understanding of opengl and shows them how to unlock its full potential originally developed by sgi the library continues to evolve under the auspices of the opengl architecture review board arb steering group now part of the khronos group an industry consortium responsible for guiding the evolution of opengl and related technologies

the reference section documents each set of related opengl commands each reference page covers a description of the command s parameters the effects on rendering and the opengl state by the command examples errors generated by functions and references to related functions book jacket

opengl es tm is the industry s leading software interface and graphics library for rendering sophisticated 3d graphics on handheld and embedded devices the newest version opengl es 3 0 makes it possible to create stunning visuals for new games and apps without compromising device performance or battery life in the opengl estm 3 0 programming guide second edition the authors cover the entire api and shading language they carefully introduce opengl es 3 0 features such as shadow mapping instancing multiple render targets uniform buffer objects texture compression program binaries and transform feedback through detailed downloadable c based code examples you ll learn how to set up and program every aspect of the graphics pipeline step by step you ll move from introductory techniques all the way to advanced per pixel lighting and particle systems throughout you ll find cutting edge tips for optimizing performance maximizing efficiency with both the api and hardware and fully leveraging opengl es 3 0 in a wide spectrum of applications all code has been built and tested on ios 7 android 4 3 windows opengl es 3 0 emulation and ubuntu linux and the authors demonstrate how to build opengl es code for each platform coverage includes egl api communicating with the native windowing system choosing configurations and creating rendering contexts and surfaces shaders creating and attaching shader objects compiling shaders checking for compile errors creating linking and querying program objects and using source shaders and program binaries opengl es shading language variables types constructors structures arrays attributes uniform blocks i o variables precision qualifiers and invariance geometry vertices and primitives inputting geometry into the pipeline and assembling it into primitives 2d 3d cubemap array texturing creation loading and rendering texture wrap modes filtering and formats compressed textures sampler objects immutable textures pixel unpack buffer objects and mipmapping fragment shaders multitexturing fog alpha test and user clip planes fragment operations scissor stencil and depth tests multisampling blending and dithering framebuffer objects rendering to offscreen surfaces for advanced effects advanced rendering per pixel lighting environment mapping particle systems image post processing procedural textures shadow mapping terrain and projective texturing sync objects and fences synchronizing within host application and gpu execution this edition of the book includes a color insert of the opengl es 3 0 api and opengl es shading language 3 0 reference cards created by khronos the reference cards contain a complete list of all of the functions in opengl es 3 0 along with all of the types operators qualifiers

built ins and functions in the opengl es shading language

providing an overview of how opengl works this text also contains detailed reference page descriptions of each opengl function the edition includes functions used by the new features recently approved by the architecture review board for inclusion in opengl release 1 1 this book is an essential tool for every programmer working with the opengl library

a comprehensive hands on guide to the new functionality of opengl 2 0

the reference comprehensively documents each group of functions in opengl release 1 it is essenti working with the opengl standard

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