

OpenGL[®] Reference Manual

Second Edition

*The Official Reference Document
to OpenGL, Version 1.1*



OpenGL Architecture Review Board
Editors: Renato Nempf and Chris Frazier

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**Dave Shreiner,OpenGL Architecture
Review Board**



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OpenGL reference manual, 1992 **OpenGL Programming Guide** Dave Shreiner, 2010 OpenGL is a powerful software interface used to produce high quality computer generated images and interactive applications using 2D and 3D objects, bitmaps and color images The OpenGL Programming Guide Seventh Edition provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library The previous edition covered OpenGL through Version 2.1 This seventh edition of the best selling red book describes the latest features of OpenGL Versions 3.0 and 3.1 You will find clear explanations of OpenGL functionality and many basic computer graphics techniques such as building and rendering 3D models interactively, viewing objects from different perspective points and using shading, lighting and texturing effects for greater realism In addition this book provides in depth coverage of advanced techniques including texture mapping, antialiasing, fog and atmospheric effects, NURBS image processing and more The text also explores other key topics such as

enhancing performance OpenGL extensions and cross platform techniques This seventh edition has been updated to include the newest features of OpenGL Versions 3 0 and 3 1 including Using framebuffer objects for off screen rendering and texture updates Examples of the various new buffer object types including uniform buffer objects transform feedback buffers and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL s deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language GLSL and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL 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 Khronos OpenGL ARB Working Group an industry consortium responsible for guiding the evolution of OpenGL and related technologies

OpenGL SuperBible Richard Wright,Benjamin Lipchak,Nicholas Haemel,2007-06-18 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 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

OpenGL Programming Guide ,1997 **OpenGL Programming Guide** Dave Shreiner,OpenGL Architecture Review Board,2008 OpenGL Programming Guide Sixth Edition OpenGL is a powerful software interface used to produce high quality computergenerated images and interactive applications using 2D and 3D objects bitmaps and color

images The OpenGL Programming Guide Sixth Edition provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library The previous edition covered OpenGL through Version 2 0 This sixth edition of the best selling red book describes the latest features of OpenGL Version 2 1 You will find clear explanations of OpenGL functionality and many basic computer graphics techniques such as building and rendering 3D models interactively viewing objects from different perspective points and using shading lighting and texturing effects for greater realism In addition this book provides in depth coverage of advanced techniques including texture mapping antialiasing fog and atmospheric effects NURBS image processing and more The text also explores other key topics such as enhancing performance OpenGL extensions and cross platform techniques This sixth edition has been updated to include the newest features of OpenGL Version 2 1 including Using server side pixel buffer objects for fast pixel rectangle download and retrieval Discussion of the sRGB texture format Expanded discussion of the OpenGL Shading Language This edition continues the discussion of the OpenGL Shading Language GLSL and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL 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 *OpenGL Programming Guide* Mason Woo,Jackie Neider,Tom Davis,OpenGL Architecture Review Board,1997 Explaining how graphics programs using Release 1 1 the latest release of OpenGL this book presents the overall structure of OpenGL and discusses in detail every OpenGL feature including the new features introduced in Release 1 1 Numerous programming examples in C show how to use OpenGL functions Also includes 16 pages of full color examples

OpenGL Programming Guide Dave Shreiner,OpenGL Architecture Review Board,2006 OpenGL runs on any platform has many supporting tools and applications and is used to create powerful graphic applications This new edition will provide basic information about GLSL itself as well as all the other changes to the 1 5 and 1 0 versions *OpenGL Programming Guide : the Official Guide to Learning OpenGL, Version 4.3* ,2013 **OpenGL Superbible** Richard S. Wright,Benjamin Lipchak,Nicholas Haemel,2007 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

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Contents Preface xxvii About the Authors xxxv Introduction 1 Part I The Old Testament Chapter 1 Introduction to 3D Graphics and OpenGL 9 Chapter 2 Using OpenGL 33 Chapter 3 Drawing in Space Geometric Primitives and Buffers 73 Chapter 4 Geometric Transformations The Pipeline 127 Chapter 5 Color Materials and Lighting The Basics 173 Chapter 6 More on Colors and Materials 229 Chapter 7 Imaging with OpenGL 251 Chapter 8 Texture Mapping The Basics 303 Chapter 9 Texture Mapping Beyond the Basics 341 Chapter 10 Curves and Surfaces 377 Chapter 11 It's All About the Pipeline Faster Geometry Throughput 421 Chapter 12 Interactive Graphics 457 Chapter 13 Occlusion Queries Why Do More Work Than You Need To 481 Chapter 14 Depth Textures and Shadows 495 Part II The New Testament Chapter 15 Programmable Pipeline This Isn't Your Father's OpenGL 515 Chapter 16 Vertex Shading Do It Yourself Transform Lighting and Texgen 547 Chapter 17 Fragment Shading Empower Your Pixel Processing 567 Chapter 18 Advanced Buffers 601 Part III The Apocrypha Chapter 19 Wiggle OpenGL on Windows 641 Chapter 20 OpenGL on Mac OS X 685 Chapter 21 OpenGL on Linux 713 Chapter 22 OpenGL ES OpenGL on the Small 735 Appendix A Further Reading References 773 Appendix B Glossary 777 Appendix C API Reference 783 Index 1141

OpenGL Programming Guide, 1999 **OpenGL Programming Guide**, 2007 **OpenGL Programming Guide** Dave Shreiner, Graham Sellers, John Kessenich, Bill Licea-Kane, 2013-03-19 Includes Complete Coverage of the OpenGL Shading Language Today's OpenGL software interface enables programmers to produce extraordinarily high quality computer generated images and interactive applications using 2D and 3D objects color images and programmable shaders OpenGL Programming Guide The Official Guide to Learning OpenGL Version 4.3 Eighth Edition has been almost completely rewritten and provides definitive comprehensive information on OpenGL and the OpenGL Shading Language This edition of the best selling Red Book describes the features through OpenGL version 4.3 It also includes updated information and techniques formerly covered in OpenGL Shading Language the Orange Book For the first time this guide completely integrates shader techniques alongside classic functioncentric techniques Extensive new text and code are presented demonstrating the latest in OpenGL programming techniques OpenGL Programming Guide Eighth

Edition provides clear explanations of OpenGL functionality and techniques including processing geometric objects with vertex tessellation and geometry shaders using geometric transformations and viewing matrices working with pixels and texture maps through fragment shaders and advanced data techniques using framebuffer objects and compute shaders New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline including geometry and tessellation shaders Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

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OpenGL Programming Guide Jackie Neider, Tom Davis, Mason Woo, OpenGL Architecture Review Board, 1993 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

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Table of Contents Openglr Reference Manual The Official Reference Document To Opengl Version 12

1. Understanding the eBook Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - The Rise of Digital Reading Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Advantages of eBooks Over Traditional Books
2. Identifying Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - User-Friendly Interface
4. Exploring eBook Recommendations from Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Personalized Recommendations
 - Openglr Reference Manual The Official Reference Document To Opengl Version 12 User Reviews and Ratings
 - Openglr Reference Manual The Official Reference Document To Opengl Version 12 and Bestseller Lists

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7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Highlighting and Note-Taking Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Interactive Elements Openglr Reference Manual The Official Reference Document To Opengl Version 12
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 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Openglr Reference Manual The Official Reference Document To Opengl Version 12
9. Balancing eBooks and Physical Books Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Openglr Reference Manual The Official Reference Document To Opengl Version 12
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Setting Reading Goals Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Carving Out Dedicated Reading Time

12. Sourcing Reliable Information of Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Fact-Checking eBook Content of Openglr Reference Manual The Official Reference Document To Opengl Version 12
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements
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