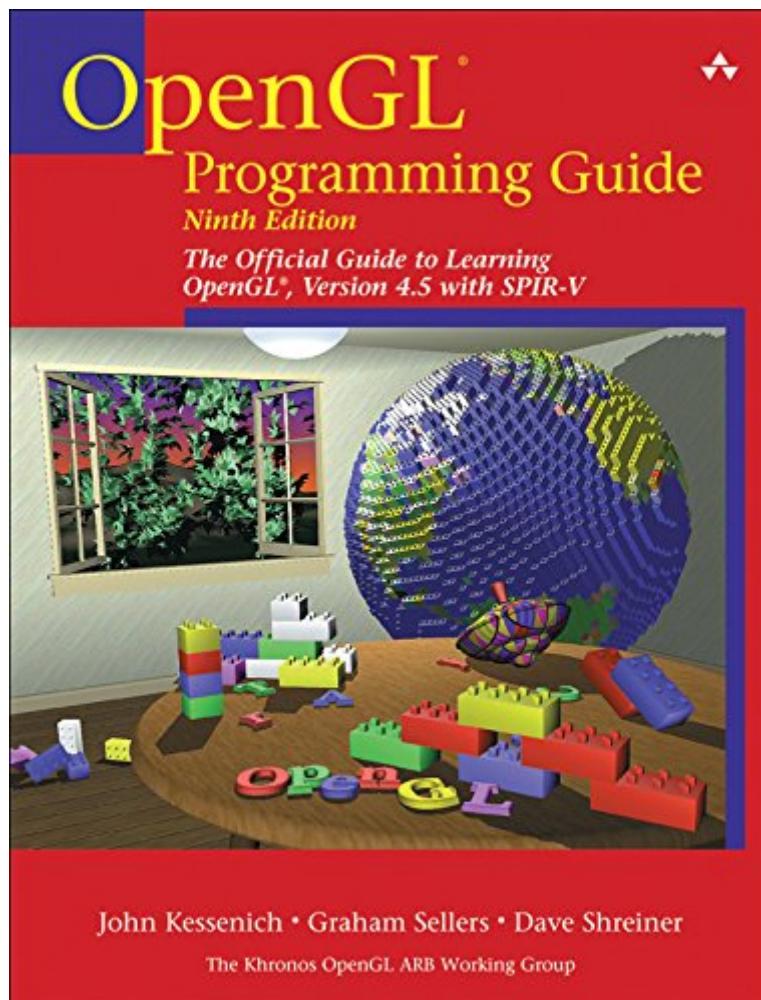


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OpenGL Programming Guide: The Official Guide To Learning OpenGL, Version 4.5 With SPIR-V



Synopsis

> OpenGL® Programming Guide, Ninth 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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Customer Reviews

I'm going to start with my first impression, as I always download the sample code and go from there with reading while trying out the code. The website contains the sample code from the 8th edition of

this book, and the projects are set up for Visual Studio 2008 (this is 8 years past, in the IT programming world, that's a few light years behind....) I haven't even started reading, but I'm still optimistic that the authors will update the website (since doing so is WAY overdue.....) and that they will explain the subject matter well. If not, I will update this review. I think I'm being very generous with the three stars as it is, given this first impression is anything but impressive. Proceed with caution on the purchase link here folks. I updated my review to be a one star, because I've been reading for a day and a half, and I still have no idea how to even start coding with OpenGL. I have actually found more help from outside this book, than what's inside.....sorry to say, and perhaps it will become a good reference, but as for helping me to start programming with OpenGL, I couldn't even get the first triangles.cpp program to compile. I'm seriously disappointed, and I would like to return it. I seriously cannot believe the authors lack of support for their readers..... the authors do not include their email contact info, the website has one link to download old code and projects from Visual Studio 2008. In conclusion, I would not recommend this book to anyone wishing to learn about starting to program in OpenGL (it may be a great reference for someone who is already familiar with OpenGL 101, but I haven't passed that point yet, we shall see).

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