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Autor: Shreiner Dave/ Woo Mason/ Neider Jackie/ Davis Tom   **Precio:** $759.00

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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.