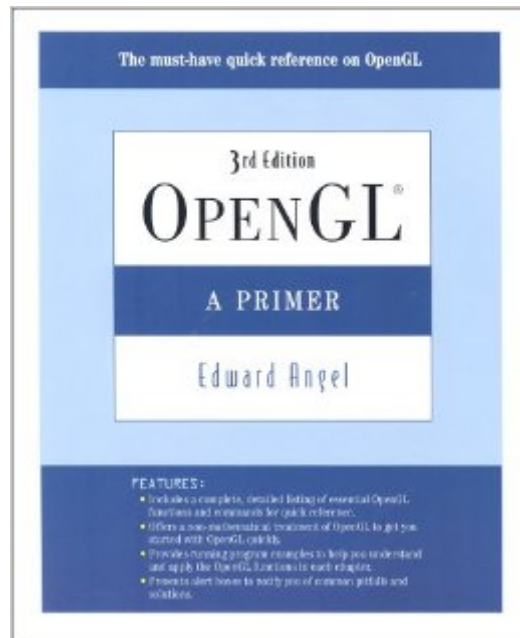


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OpenGL: A Primer (3rd Edition)



Synopsis

OpenGL®: A Primer is a concise presentation of fundamental OpenGL, providing readers with a succinct introduction to essential OpenGL commands as well as detailed listings of OpenGL functions and parameters. Angel uses a top-down philosophy to teach computer graphics based on the idea that students learn modern computer graphics best if they can start programming significant applications as soon as possible. The book makes it easy for students to find functions and their descriptions, and supplemental examples are included in every chapter to illustrate core concepts. This primer can be used both as a companion to a book introducing computer graphics principles and as a stand-alone guide and reference to OpenGL for programmers with a background in computer graphics.

Book Information

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Customer Reviews

My Computer Graphics course used this book in conjunction with Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL (6th Edition). These books are supposed to be paired together--the author himself calls them companion books--so I'm going to be talking both about the book on its own and how it meshes with its partner. The Primer is a programming book at its core, with lots of examples of C code. It is not an introduction to C by any means, but it's also geared towards understanding the examples more than efficiency or slick algorithms. Anyone who has done some basic programming in C/C++ should be able to follow along. The book uses the GLUT/GLU libraries. These are utility libraries that place the focus on putting graphics on the

screen; they abstract away the creation of windows handle the graphics pipeline. OpenGL has moved away from the fixed function pipeline model to a shader-based model. This means that the graphics programmer is now expected to provide a lot more of the mechanics of the graphics processing him/herself. GLUT/GLU are really useful for the beginning graphics programmer, because he/she will not have to worry about these issues yet. The reader can get plenty of practice actually drawing to the screen before learning these skills. However, if one wants to progress far in serious graphics programming with OpenGL, he/she will need to learn the GL Shading Language and how to interact with his/her operating system. This book, as an introduction to graphics, will not teach you these things. The main weakness of this book is that it is designed to be a companion to Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL (6th Edition).

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