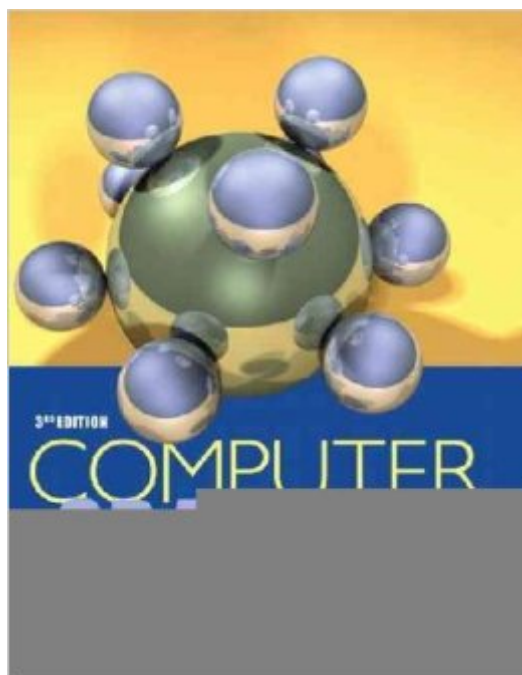


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# Computer Graphics Using OpenGL (Hardcover, 2006) 3rd EDITION



## Synopsis

Computer Graphics Using OpenGL 3rd edition by Francis S. Hill Jr.. Prentice Hall,2006

## Book Information

Mass Market Paperback

Publisher: Prsntics Hal,2006 (2006)

ASIN: B001DUC0KO

Average Customer Review: 3.8 out of 5 starsÂ Â See all reviewsÂ (12 customer reviews)

Best Sellers Rank: #2,868,498 in Books (See Top 100 in Books) #94 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL

## Customer Reviews

This is a good solid introductory text on computer graphics theory and programming. Note that the book uses OpenGL rather than teaching it, so if you are looking for an OpenGL tutorial you will be disappointed. For that consult the classic "Red Book" on the subject. This book does throw in a couple of advanced topics - fractals, virtual realism, and ray tracing, for example. I really liked how the explanations were very detailed, and how pseudocode accompanies the explanation of every algorithm. The pseudocode is C-like and is therefore easily understandable. Also, the author makes excellent and frequent use of very excellent figures to get his points across. I also liked all of the practice problems, because they are good sanity checks on whether or not you really understand the material. I will add that I was at first hesitant to add this book to my collection, because in the early 90's I used a textbook by this same author in a class I was taking on computer graphics, and it was about the most awful thing I have ever seen in print. There were a couple of good chapters, but most of it was paragraph after paragraph of rambling text without equations, codes, or anything that approached a tutorial. I wasn't a novice to this subject at the time, either, so it wasn't a lack of knowledge on the subject that made me hate that book. I'm saying all of this just in case this was your last experience with this author, don't let it prevent you from getting this book. Hill seems to have learned from his past mistakes, and I highly recommend this text. I notice the table of contents shown is for an older edition. This edition has changed considerably, so I show the new table of contents for the 3rd edition next: Chapter 1 Introduction to Computer Graphics 1.

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OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL, Version 1.2 (3rd Edition)

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