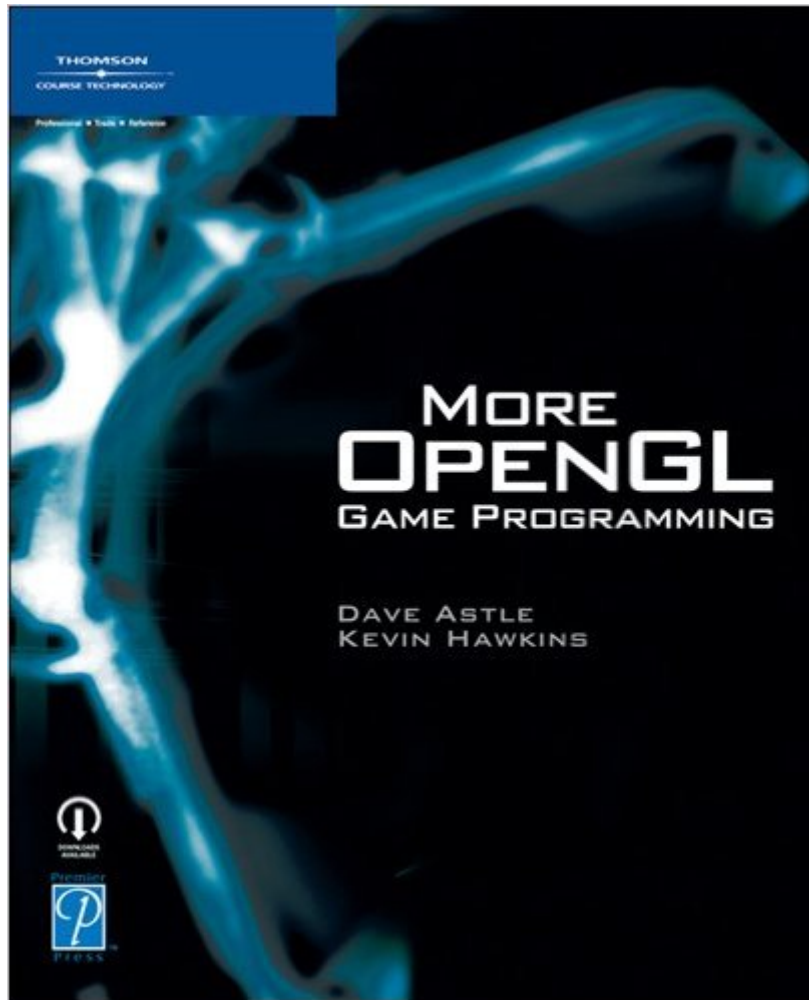


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More OpenGL Game Programming



Synopsis

"More OpenGL Game Programming" covers the use of OpenGL extensions, vertex and fragment programs, special effects, model animation, and more. It includes coverage of shaders, an important new addition to OpenGL. Building upon the foundation laid in "Beginning OpenGL Game Programming", this book offers coverage of intermediate to advanced topics. "More OpenGL Game Programming" is geared towards readers who have an intermediate understanding of game and graphics programming. A majority of the content of the book is not platform-specific, in keeping with the multi-platform API of OpenGL. The methods covered will focus on those that are used in commercial games.

Book Information

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Customer Reviews

"More OpenGL Game Programming" takes the basic foundation of "OpenGL Game Programming" and takes it to a professional level. I currently am taking advanced graphics courses in college, and this book has managed to match pound-for-pound the amount of graphics techniques covered in advanced courses. This book is definitely designed with the serious programmer aimed at professional-level work in mind, and it delivers generously. The book is structured as a series of articles of varying lengths addressing a large number of advanced topics in graphics. It starts with giving better methods to store and pass data around than in the previous volume, which can be applied to all of the techniques thereafter. A few small articles about mildly interesting topics serve as appetizers to the main course: shaders. The author clearly recognizes the importance of shaders

and spends a fitting amount of time discussing them. The examples start out simple and demonstrate practical uses of shaders, making sure the reader comes out of these large chapters with a working knowledge of what shaders are for and how to use them. With shaders mastered, the rest of the book dives into a feast of useful graphics techniques and tricks. It effectively covers the various solutions available to common graphical goals and effectively conveys when they can and can't be used, their costs and benefits, and other important information that not only helps implement but also helps the reader decide when to use each technique for the best effect. Don't underestimate this book; it is massive as well as meaty. If you are passionate about computer graphics you won't be able to skip a page.

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