



OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with SPIR-V

By John M. Kessenich, Graham M. Sellers, Dave Shreiner

Pearson Education (US), United States, 2016. Paperback. Book Condition: New. 9th Revised edition. 232 x 178 mm. Language: English . Brand New Book. >OpenGL(R) 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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