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 OpenGL(R): 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.

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Preface. 1. Introduction. The OpenGL API. What's in OpenGL. OpenGL Versions of Extensions. Languages. Programming Conventions. Compiling. Sources. Who Should Use this Primer. Outline. 2. Two-Dimensional Programming in OpenGL. A Simple Program. GLUT. Event Loops and Callback Functions. Drawing a Rectangle. Changing the GLUT Defaults. Color in OpenGL.

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Edward Angel is Professor Emeritus of Computer Science at the University of New Mexico and Founding Director of the Art, Research, Technology and Science Laboratory . Until July, 2007, he was Professor of Computer Science, Electrical and Computer Engineering, and Media Arts at UNM and Director of both the ARTS Lab and the Arts Technology Center in the College of Fine Arts.

[Angel Home Page](#)

Still, I bought the book knowing this was the case. It is an excellent companion to a more thorough text. I am using Hill's Computer Graphics Using OpenGL, Second Edition. Naturally, for a complete guide to OpenGL, I recommend the Red Book, OpenGL Programming Guide currently in it's Third Edition.

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Interactive Computer Graphics: A Top-Down Approach with OpenGL, with OpenGL Primer Package: Angel, Edward: Amazon.sg: Books

Edward Angel's OpenGL: A Primer, Second Edition, provides readers with a concise presentation of fundamental OpenGL commands. It 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.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. 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.

This Value Pack consists of Interactive Computer Graphics: A Top Down Approach Using OpenGL: International Edition/OpenGL: A Primer, 1/e by Angel (ISBN: 9781408207659) and value-added components, Interactive Computer Graphics: A Top-Down Approach Using OpenGL: International Edition, by Angel (ISBN: 9780321549433), and OpenGL: A Primer, by Angel (ISBN: 9780321398116).

This book is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals. Computer animation and graphics once rare, complicated, and comparatively expensive are now prevalent in everyday life from the computer screen to the movie screen. Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL(r), 6e, is the only introduction to computer graphics text for undergraduates that fully integrates OpenGL 3.1 and emphasizes application-based programming. Using C and C++, the top-down, programming-oriented approach allows for coverage of engaging 3D material early in the course so students immediately begin to create their own 3D graphics. Low-level algorithms (for topics such as line drawing and filling polygons) are presented after students learn to create graphics.

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This book looks at the two most popular ways of using Java SE 6 to write 3D games on PCs: Java 3D (a high-level scene graph API) and JOGL (a Java layer over OpenGL). Written by Java gaming expert, Andrew Davison, this book uses the new Java (SE) 6 platform and its features including splash screens, scripting, and the desktop tray interface. This book is also unique in that it covers Java game development using the Java 3D API and Java for OpenGL--both critical components and libraries for Java-based 3D game application development

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Interactive Computer Graphics: A Top-Down Approach Using OpenGL: International Edition, 4/e Interactive Computer Graphics fourth edition presents introductory computer graphics concepts using a proven top-down, programming-oriented approach and careful integration of OpenGL to teach core concepts. The fourth edition has been revised to more closely follow the OpenGL pipeline architecture and includes a new chapter on programmable hardware topics (vertex shaders). As with previous editions, students learn to program three-dimensional applications as soon as possible--low level algorithms (for topics such as line drawing and fill polygons) are presented after students are creating graphics. The Fourth edition focuses on core theory in graphics. All topics required for a fundamental course, such as light-material interactions, shading, modeling, curves and surfaces, antialiasing, texture mapping, and compositing and hardware issues are covered. OpenGL: A Primer: International Edition, 2/e OpenGL: A Primer is a concise presentation of fundamental OpenGL. The book makes it easy for students to find functions and their descriptions. Supplemental examples are included in every chapter.

This textbook, first published in 2003, emphasises the fundamentals and the mathematics underlying computer graphics. The minimal prerequisites, a basic knowledge of calculus and vectors plus some programming experience in C or C++, make the book suitable for self study or for use as an advanced undergraduate or introductory graduate text. The author gives a thorough treatment of transformations and viewing, lighting and shading models, interpolation and averaging, Bézier curves and B-splines, ray tracing and radiosity, and intersection testing with rays. Additional topics, covered in less depth, include texture mapping and colour theory. The book covers some aspects of animation, including quaternions, orientation, and inverse kinematics, and includes source code for a Ray Tracing software package. The book is intended for use along with any OpenGL programming book, but the crucial features of OpenGL are briefly covered to help readers get up to speed. Accompanying software is available freely from the book's web site.

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