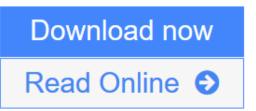# OpenGL SuperBible: Comprehensive Tutorial and Reference

Richard S. Wright Jr. , Benjamin Lipchak , Nicholas Haemel

OpenGL SuperBible: Comprehensive Tutorial and Reference

Richard S. Wright Jr. , Benjamin Lipchak , Nicholas Haemel

OpenGL SuperBible: Comprehensive Tutorial and Reference Richard S. Wright Jr. , Benjamin Lipchak , Nicholas Haemel
The Barnes & Noble Review
For years, thousands of OpenGL programmers have relied on the *OpenGL SuperBible*. If you want to leverage OpenGL 2.1's *major* improvements, you *really* need the Fourth Edition. It's a comprehensive tutorial, systematic API reference, and massive code library, all in one.

You'll start with the fundamental techniques every graphics programmer needs: transformations, lighting, texture mapping, and so forth. Then, building on those basics, you'll move towards newer capabilities, from advanced buffers to vertex shaders.

Of course, OpenGL's cross-platform availability remains one of its most compelling features. This book's extensive multiplatform coverage has been thoroughly rewritten, and now addresses everything from Windows Vista to OpenGL ES for handhelds. This is stuff you *absolutely* want the latest edition for.

A small but telling point: This book's recently been invited into Addison-Wesley's OpenGL Series, making it an "official" OpenGL book -- and making a powerful statement about its credibility. *Bill Camarda, from the August 2007* href="http://www.barnesandnoble.com/newslet... Only

OpenGL SuperBible: Comprehensive Tutorial and Reference Details

Date : Published June 1st 2007 by Addison-Wesley Professional (first published August 1996)
ISBN : 9780321498823
Author : Richard S. Wright Jr. , Benjamin Lipchak , Nicholas Haemel
Format : Paperback 1205 pages
Genre : Science, Computer Science, Programming, Reference, Nonfiction, Computers

⬇ **Download** OpenGL SuperBible: Comprehensive Tutorial and Reference ...pdf

📄 **Read Online** OpenGL SuperBible: Comprehensive Tutorial and Referen ...pdf

Download and Read Free Online OpenGL SuperBible: Comprehensive Tutorial and Reference Richard S. Wright Jr. , Benjamin Lipchak , Nicholas Haemel

From Reader Review OpenGL SuperBible: Comprehensive Tutorial and Reference for online ebook

Shannon says

I can't speak to how easy this book is to digest for a beginner, but "comprehensive" is definitely the correct description. Having a reference and a learning guide in one book is incredibly useful; you can look up a function to refresh your memory on the argument list, or read the section on a topic to figure out how to approach a problem in the first place. I like it better than the Red Book, and having one or the other is a must for an OpenGL programmer.

Nick Black says

Most of its weight, admittedly, is in dopey moves like reprinting reference pages and lengthy code listings, but a surprisingly useful and well-written intro to OpenGL in its third major version otherwise.

Will says

Great introduction to 3D graphics programming. Clear, understandable, complete.

Marcos Santamaria says

Good OpenGL reference book

Alexander Ptakhin says

This is a happy childhood

Charles H says

The few complaints I have are rather petty:
1.) The fourth edition is out and it is said to be far superior.
2.) The example graphics are mostly hideous.
3.) The example code that comes with the book relies heavily on reused third party libraries. For me, this made translating examples into my own programs difficult.

But the OpenGL SuperBible succeeds at being the absolutely comprehensive reference book on OpenGL. Not only does it cover all conceivable topics, it also covers them in a simple enough way to make it a useful

self-teaching book. There is plenty of example code. There is no OS bias. It's an all around super book.

Jason says

From what I recall of this book, it's quite well suited to both beginner and intermediate OpenGL programmers alike. Even newcomers to 3D systems should be able to hit the ground running, every concept is covered in detail.

Ling Wang says

It's a good tutorial. But you want to know "why" find another book.

Michael says

If/when I ever use OpenGL again, I will purchase another book and not rely on this one. I can't put my finger on much that's overtly wrong, but I just find it hard to learn from this book.

???? ??????? says

?? ????? ???????? ?? ???? ????? ??????? ???????? OpenGl.
???? ??? ????? ?????: ?????? ?????? ??????. ????? ????? ??? ????? ????? ???????? ?????? ?????? ???????
???????. ??? ?????? ??? ???? ???? ???? ?????? ??????? ??? ??? ?? ?????? ???? ?? ??.

Stirling Westrup says

I can't recommend this as either a reference or a tutorial, but it might serve as a source for tips and tricks. I found the explanations of many features to leave out necessary details or to simply make no sense at all.