



## OpenGL Programming Gems (with CD-ROM) Series professional developers

By -

paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 367 Publisher: Machinery Industry Pub. Date :2010-09-01 version 1. This book explains how to use OpenGL for programming. From a practical point of view, the book to OpenGL in the practical application of the technology focus of frequent and difficult to explain the content, complete with careful explanation of examples throughout the book, and interspersed in all instances related to OpenGL and 3d graphics principles and concept, give up the actual 3d graphics with OpenGL application development is not trivial knowledge of the details associated to a whole new way to guide readers to quickly grasp the actual development must master the most important and useful concepts, principles and programming techniques, more with less access to relevant development areas. Code examples in this book are from a large number of practical applications carefully screened out, and after appropriate modification, improvement and rigorous testing. This book includes the application of object wishing to enter the game development, film and television special effects, simulation systems, virtual reality and augmented reality, image processing, graphics, mobile graphics and other areas of the...



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