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OpenGL Programming Guide: OpenGL Programming Guide The Official Guide to Learning OpenGL, Version 1.1 . About This Guide; Chapter 1. Introduction to OpenGL; Chapter 2. State Management and Drawing Geometric Objects; Chapter 3. Viewing; Chapter 4. Color; Chapter 5.

OpenGL Programming Guide : Table of Contents

Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language.

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