OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL, Version 1.2 (3rd Edition)

Mason Woo, Jackie Neider, Tom Davis, Dave Shreiner, OpenGL Architecture Review Board

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This book provides definitive information on OpenGL, a powerful software interface for graphics hardware that enables graphics programmers to produce high-quality color images of 3D objects. The authors' coverage ranges from basic functions of the latest OpenGL release to the sophisticated capabilities of the OpenGL Utility Library. The third edition has been extensively updated to include the newest features of OpenGL, Version 1.2, and includes many code examples and sample color images. The Architecture Review Board (ARB) is an industry consortium responsible for guiding the evolution of OpenGL and related technologies, and is comprised of industry leaders such as Evans & Sutherland, Hewlett-Packard, IBM, Intel, Intergraph, Microsoft, Sun Microsystems, and Silicon Graphics.

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