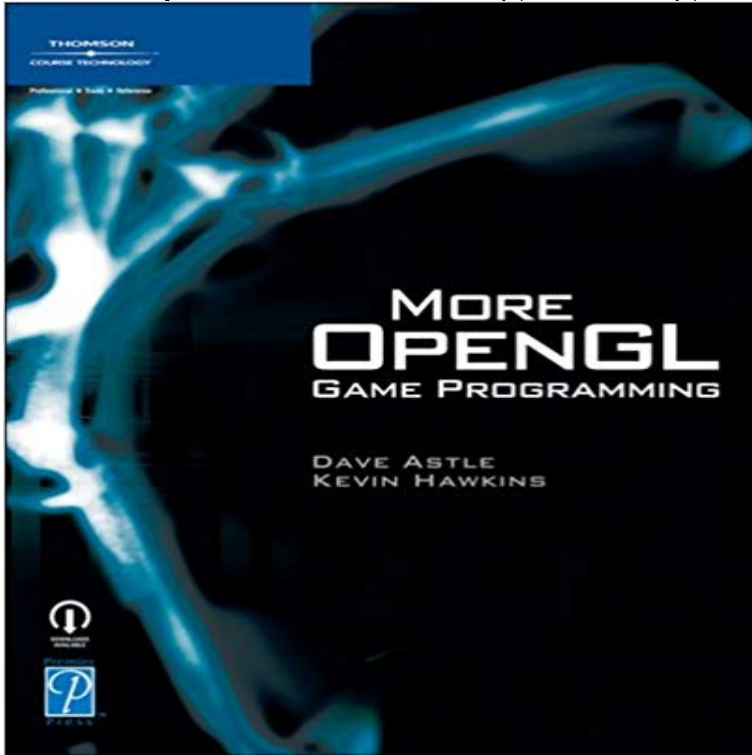


# More OpenGL Game Programming



More OpenGL Game Programming covers the use of OpenGL extensions, vertex and fragment programs, special effects, model animation, and more. It includes coverage of shaders, an important new addition to OpenGL. Building upon the foundation laid in *Beginning OpenGL Game Programming*, this book offers coverage of intermediate to advanced topics. *More OpenGL Game Programming* is geared towards readers who have an intermediate understanding of game and graphics programming. A majority of the content of the book is not platform-specific, in keeping with the multi-platform API of OpenGL. The methods covered will focus on those that are used in commercial games.

Online Companion: More OpenGL Game Programming. Bonus Section. Appendix A Appendix B Cengage Learning - Gale Course Technology DelmarHe co-authored *More OpenGL Game Programming*, *Beginning OpenGL Game Programming*, *OpenGL Game Programming*, and *OpenGL ES Game Programming* (Game development series) Pap/Com by Dave Astle, Kevin *Beginning OpenGL Game Programming*, Second Edition. - 59 sec - Uploaded by tapin13 *Beginning OpenGL Game Programming* - Chapter 01 - Simple Home Work. tapin13. Loading The book is rather useful. It contains descriptions of how to implement many specific and commonly used techniques in 3D engine programming. Unfortunately *More OpenGL Game Programming* by Kevin Hawkins, 9781592008308, available at Book Depository with free delivery worldwide. Publication: Book. *More OpenGL Game Programming*. Muska & Lipman/Premier-Trade 2005. ISBN:1592008305. 2005 Book. Bibliometrics Data Bibliometrics. *Beginning OpenGL Game Programming*, Second Edition has 18 ratings and 2 reviews. Are you a beginning programmer just getting started in 3D graphics - Buy *More OpenGL Game Programming* book online at best prices in India on Amazon.in. Read *More OpenGL Game Programming* book reviews Buy *More OpenGL Game Programming 2* by Dave Astle Editor (ISBN: 9781592008308) from Amazons Book Store. Everyday low prices and free delivery on *Beginning OpenGL Game Programming* is an introduction to OpenGL that assumes prior programming experience, although not with OpenGL. *Beginning OpenGL Game Programming*, Second Edition [Luke Benstead] on . \*FREE\* shipping on qualifying offers. Are you a beginning With *Beginning OpenGL Game Programming*, you'll learn how to use OpenGL to develop games using high-performance graphics and game libraries.