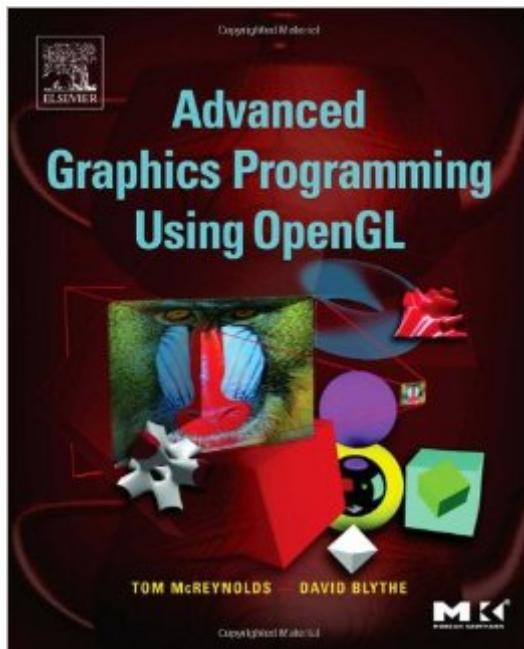


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# Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series In Computer Graphics)



## Synopsis

Today truly useful and interactive graphics are available on affordable computers. While hardware progress has been impressive, widespread gains in software expertise have come more slowly. Information about advanced techniques beyond those learned in introductory computer graphics texts is not as easy to come by as inexpensive hardware. This book brings the graphics programmer beyond the basics and introduces them to advanced knowledge that is hard to obtain outside of an intensive CG work environment. The book is about graphics techniques those that don't require esoteric hardware or custom graphics libraries that are written in a comprehensive style and do useful things. It covers graphics that are not covered well in your old graphics textbook. But it also goes further, teaching you how to apply those techniques in real world applications, filling real world needs. \* Emphasizes the algorithmic side of computer graphics, with a practical application focus, and provides usable techniques for real world problems. \* Serves as an introduction to the techniques that are hard to obtain outside of an intensive computer graphics work environment. \* Sophisticated and novel programming techniques are implemented in C using the OpenGL library, including coverage of color and lighting; texture mapping; blending and compositing; antialiasing; image processing; special effects; natural phenomena; artistic and non-photorealistic techniques, and many others. \* Code fragments are used in the book, and full blown example programs for virtually every algorithm are available at [www.mkp.com/opengl](http://www.mkp.com/opengl)

## Book Information

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## Customer Reviews

Since its first release in 1992, OpenGL has been rapidly adopted as the graphics API of choice for real-time interactive 3D graphics applications. The OpenGL state machine is easy to understand, but its simplicity and orthogonality enable a multitude of interesting effects that require more room than can be accommodated in the OpenGL "Red Book". The objective of this book is to demonstrate how to generate more satisfying images using OpenGL in general, and how to achieve some sophisticated results in particular. There are three general areas of discussion: basic OpenGL concepts, basic techniques, and advanced techniques. The first part of the book goes over some of the more basic OpenGL material - 3D transformations, color, shading, and lighting. Although the second part of the book - basic techniques - may look old hat at first, it does cover some interesting subjects such as deferred shading and image processing techniques that you don't normally think of as wedded to computer graphics. The best part of the book, to me, is part 3 on advanced techniques. In particular the chapters on scene realism, natural detail, illustration and artistic techniques, and scientific visualization have very unique material on them that reveal algorithmic details along with enlightening illustrations and pseudocode. The reader of this book should already be familiar with performing computer graphics using OpenGL and also be somewhat mathematically sophisticated considering that mathematics is heavily used in this book. All of the code for the methods and effects used at this book are in a zipfile at the book's website. I highly recommend this book to anyone who has gone through the "OpenGL Programming Guide" and wants to take their computer graphics skills to the next level.

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