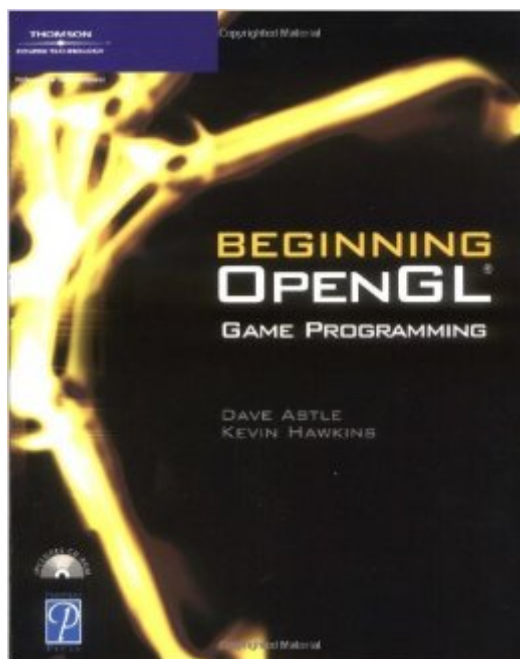The book was found

Beginning OpenGL Game Programming

Synopsis

This book provides new game programmers with a complete introduction to 3D game programming using OpenGL. All of the basic elements of OpenGL as it applies to game development are covered. Readers will learn how to apply these elements to games. The material is presented in an easy-to-learn manner, completely accessible to beginning programmers, with complete but concise coverage to ensure the highest value to readers.

Book Information

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Customer Reviews

This book is basically an updated version of "OpenGL Game Programming", with the old chapters on DirectX placed in a CD-ROM. It is definitely for C++ programmers who are unfamiliar with OpenGL. It doesn't focus on intermediate or advanced topics like performance, 3d math, collision detection, etc; it just covers the API. If you want to start learning OpenGL, and would like to use it to quickly make something that you can see, I recommend this book.

Beginning OpenGL Game Programming is a great introduction for those with little to no experience with OpenGL.I have used it both as an introduction for a few projects I worked on as well as a refresher for a position I will soon begin.Intended for a beginner (obviously), it does a very good job of getting someone up to speed swiftly. Unlike the many other books in the field, it manages to stay at only roughly 300 pages. That the authors managed to put so much information in such a

(relatively) small number of pages is impressive.The book doesn't waste time with stories and constant vernacular like "cool" and "dude" as so many other related titles do. However, while maintaining a professional feel, it is by no means a boring or a dry read.Another aspect that is worth mentioning is the quality of the code and examples themselves. While most books will build a massive, hard to follow engine, Beginning OpenGL Game Programming manages to keep it under control. Much like the book itself, the source is without unnecessary bloat. I was able to look back on any chapter and read the source without having to jump to prior chapters for code clarification or explanation.Lastly, I can say firsthand that the authors are easily reached and quite dedicated to the book.For the incredibly low price, this is a terrific bargain.

While all the information in this book can be found free on the net, (nehe.gamedev.net would be an excellent resource and is even mentioned in the book), the book combines all that knowledge into one location with each topic thoroughly covered in an easily accessible way.It doesn't try to teach you how to program C++ nor does it try to teach you 3D math fundamentals (outside of how matrices and transformations apply to OpenGL specifically). It just teaches you OpenGL. With that said, there are some bonus chapters on the CD that goes into vectors and matrix math, as well as an indepth chapter on how to work with windows. The other bonus chapters are great and worth studying as well, particularly the chapters on DirectInput and DirectAudio (though I would love to see at least some mention of alternative API's such as OpenAL).Each chapter is presented with sample code and executables demonstrating the topic covered. Chapter 13 has a complete 3D Battle Chess style chess game. It won't win any awards, but it's very cool none-the-less! If that weren't enough, there's also a Bonus game, complete with code, that while not quite as cool as the chess game, is worth studying on how the authors put a game together, complete with (very) basic AI and gives you clues and direction toward implementing your own game.Get this book and mess with the code! See what you can add to the Bonus Game! Try to make the monsters fight back, remove the double explosion sound bug (at least on my machine), make the world bigger and reduce the density of the fog, go nuts!This isn't the last OpenGL book you'll need to buy, but it certainly should be one of the first!

I'm not new to programming, but I am new to OpenGL. With this book I was able to get a demo to my employer to pursuade them to do our next project in 3D. Very well written and easy to understand with lots of examples. With the additional material on the cd, it's a great value too.I give this book five stars because it solved my problem for $20.

Prior to reading this book, my only exposure to OpenGL was through code I borrowed from people off the net. The code created a simple window and drew an object, and I would tweak the code to do what I wanted. But I didn't really know how to use OpenGL.This book helped me understand the basics of OpenGL, and it gave me enough information so that I could find additional resources to learn more. The authors have done a spectacular job of explaining technical details in a clear and concise manner.

If you are interested in cross-platform OpenGL programming then DO NOT buy this book, it is M$ Windows Dependant. The title should have been "Beginning OpenGL Windows Game Programming".

OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL, Version 1.2 (3rd Edition) Opengl Programming Guide: The Official Guide to Learning Opengl, Release 1 Beginning OpenGL Game Programming More OpenGL Game Programming Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 Beginning Direct3D Game Programming w/CD (Prima Tech's Game Development) Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Learning Game Physics with Bullet Physics and OpenGL Game Programming Gems (Game Programming Gems (W/CD)) AI Game Programming Wisdom 3 (AI Game Programming Wisdom (W/CD)) Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series in Computer Graphics) Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Beginning Web Programming with HTML, XHTML, and CSS (Wrox Beginning Guides) Beginning C++ Through Game Programming Beginning Python Programming: Learn Python Programming in 7 Days: Treading on Python, Book 1 Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Advanced 3D Game Programming with DirectX 9 (Wordware Game Developer's Library)