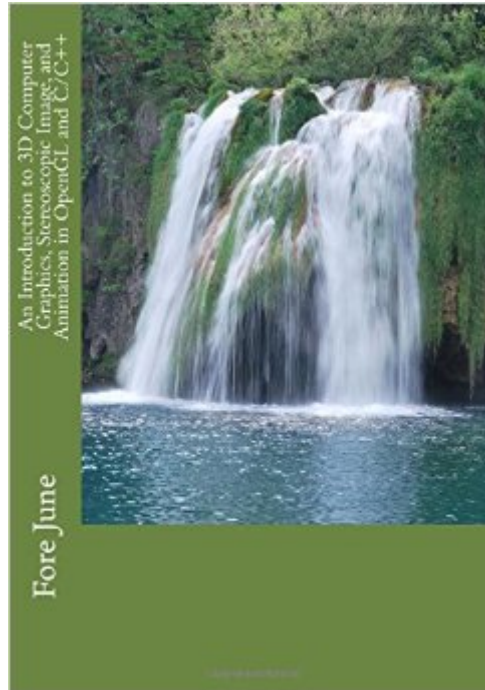


The book was found

# An Introduction To 3D Computer Graphics, Stereoscopic Image, And Animation In OpenGL And C/C++



## Synopsis

The development of computer graphics has made computers easier to interact with, to understand and to interpret different types of data. Developments in computer graphics have made profound impact on many types of media and have revolutionized the film, video game and publishing industries. This book discusses the fundamentals of computer graphics, including 3D transformations, projections, animations, colors, and creating stereoscopic images. It illustrates the concepts by presenting example programs written in C/C++ with OpenGL.

## Book Information

Paperback: 466 pages

Publisher: CreateSpace Independent Publishing Platform; 2 edition (November 2, 2011)

Language: English

ISBN-10: 1466488352

ISBN-13: 978-1466488359

Product Dimensions: 7 x 1 x 10 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (12 customer reviews)

Best Sellers Rank: #1,193,540 in Books (See Top 100 in Books) #42 in [Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL](#) #243 in [Books > Computers & Technology > Graphics & Design > 3D Graphics](#)

## Customer Reviews

This book has taught me the basics I needed to get started with OpenGL, and has given me an introduction to what I should be studying further. The book starts with the very basics of 3D and OpenGL, and explains how to draw simple triangles/rectangles in 3D space. Then it goes on to basic lighting and shadows and other important concepts of OpenGL. You should read these first chapters throughoutly, because it will save from you a lot of trouble for later. From then on, you might want to use some online tutorials in addition to this book. The book covers some intermediate/advanced concepts, such as 3D model importing, animations and GLSL shading, but does not attempt to give complete tutorials in these areas (that would require some thousands more pages). However, it does a great job explaining the theory behind these things, so make sure you read and understand everything well. If you do so, you will have no trouble understanding any code examples you might find online. I have been using a lot of different tutorials for learning OpenGL. Whenever I got stuck at something, I would re-read what this book has to say about whatever I was

having trouble understanding. That always helped me out, so I think this books deserve at least 5 stars from me!By the way, I saw someone criticising this book for using outdated technologies.This book uses GLUT, which is in deed outdated and hasn't been maintained for years. However, it's great for learning, and I hardly seem the problem with learning from a book that uses it (I don't use GLUT, but this book is after all a book about OpenGL, and not about other libraries you might want to use).

[Download to continue reading...](#)

An Introduction to 3D Computer Graphics, Stereoscopic Image, and Animation in OpenGL and C/C++ Mobile 3D Graphics: with OpenGL ES and M3G (The Morgan Kaufmann Series in Computer Graphics) Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series in Computer Graphics) The Art and Science of Digital Compositing, Second Edition: Techniques for Visual Effects, Animation and Motion Graphics (The Morgan Kaufmann Series in Computer Graphics) Python Graphics for Games 3: Working in 3 Dimensions: Object Creation and Animation with OpenGL and Blender (Volume 3) Computer Graphics Using OpenGL (Hardcover, 2006) 3rd EDITION The Body Image Workbook for Teens: Activities to Help Girls Develop a Healthy Body Image in an Image-Obsessed World 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 Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 ShaderX3: Advanced Rendering with DirectX and OpenGL (Charles River Media Graphics) New-York Historical Society New York City in 3D In The Gilded Age: A Book Plus Stereoscopic Viewer and 50 3D Photos from the Turn of the Century In Search of Graphics: Adventures in Computer Art (A Lothrop computer book) How to Create Animation in 10 Easy Lessons: Create 2-D, 3-D, and Digital Animation without a Hollywood Budget (Super Skills) Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation Animation (Walt Disney Animation Studios: The Archive Series) The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation Creative After Effects 7: Workflow Techniques for Animation, Visual Effects and Motion Graphics Python: Python Programming For Beginners - The Comprehensive Guide To Python Programming: Computer Programming, Computer Language, Computer Science

[Dmca](#)