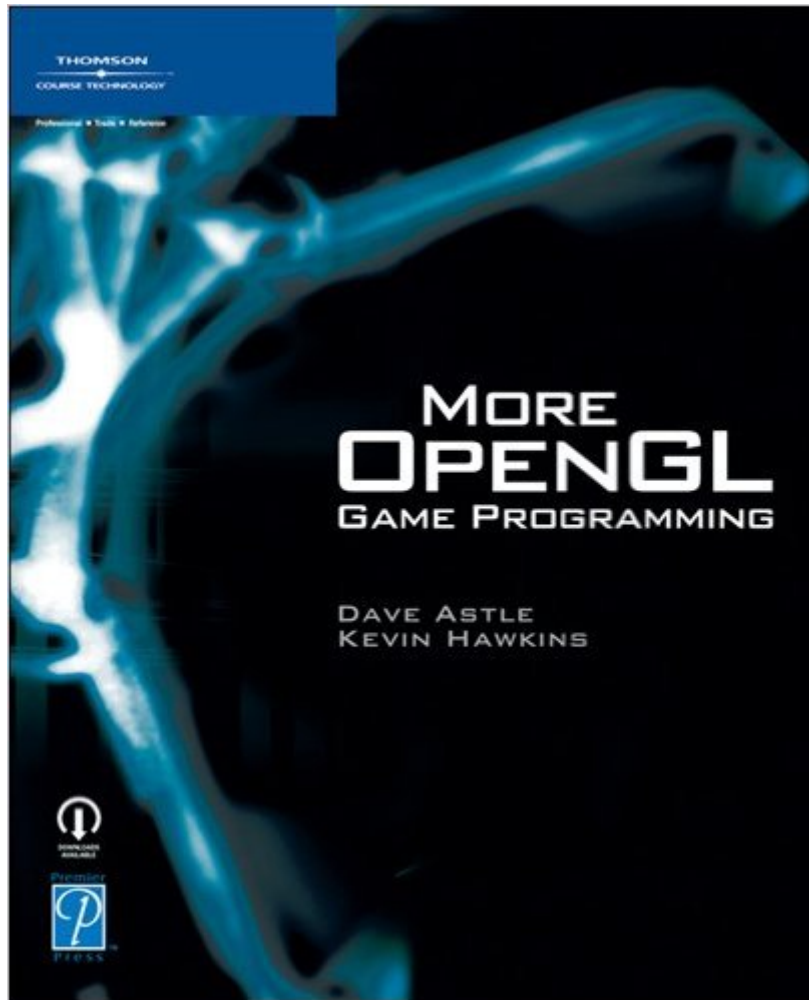


The book was found

# More OpenGL Game Programming



## Synopsis

"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.

## Book Information

Paperback: 626 pages

Publisher: Cengage Learning PTR; 2 edition (November 1, 2005)

Language: English

ISBN-10: 1592008305

ISBN-13: 978-1592008308

Product Dimensions: 1.5 x 7 x 8.8 inches

Shipping Weight: 2.8 pounds

Average Customer Review: 3.9 out of 5 stars [See all reviews](#) (8 customer reviews)

Best Sellers Rank: #1,898,079 in Books (See Top 100 in Books) #67 in [Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL](#) #1340 in [Books > Computers & Technology > Games & Strategy Guides > Game Programming](#) #4734 in [Books > Humor & Entertainment > Puzzles & Games > Video & Computer Games](#)

## Customer Reviews

"More OpenGL Game Programming" takes the basic foundation of "OpenGL Game Programming" and takes it to a professional level. I currently am taking advanced graphics courses in college, and this book has managed to match pound-for-pound the amount of graphics techniques covered in advanced courses. This book is definitely designed with the serious programmer aimed at professional-level work in mind, and it delivers generously. The book is structured as a series of articles of varying lengths addressing a large number of advanced topics in graphics. It starts with giving better methods to store and pass data around than in the previous volume, which can be applied to all of the techniques thereafter. A few small articles about mildly interesting topics serve as appetizers to the main course: shaders. The author clearly recognizes the importance of shaders

and spends a fitting amount of time discussing them. The examples start out simple and demonstrate practical uses of shaders, making sure the reader comes out of these large chapters with a working knowledge of what shaders are for and how to use them. With shaders mastered, the rest of the book dives into a feast of useful graphics techniques and tricks. It effectively covers the various solutions available to common graphical goals and effectively conveys when they can and can't be used, their costs and benefits, and other important information that not only helps implement but also helps the reader decide when to use each technique for the best effect. Don't underestimate this book; it is massive as well as meaty. If you are passionate about computer graphics you won't be able to skip a page.

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

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 More OpenGL  
Game Programming Game and Graphics Programming for iOS and Android with OpenGL ES 2.0  
Beginning OpenGL Game Programming 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) 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) Real-Time Strategy  
Game Programming Using MS DIRECTX 6.0 (Wordware Game Developer's Library) Advanced 3D  
Game Programming With Directx 10.0 (Wordware Game and Graphics Library) Isometric Game  
Programming with DirectX 7.0 w/CD (Premier Press Game Development (Software)) Visual Basic  
Game Programming with DirectX (Premier Press Game Development (Software)) Special Effects  
Game Programming with DirectX w/CD (Premier Press Game Development (Software))

[Dmca](#)