



OpenGL Insights

From Brand: A K Peters/CRC Press



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Get Real-World Insight from Experienced Professionals in the OpenGL Community

With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors, researchers, and educators, **OpenGL Insights** presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers.

Go Beyond the Basics

The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design of WebGL libraries, and discusses OpenGL in the classroom. The contributors also examine asynchronous buffer and texture transfers, performance state tracking, and programmable vertex pulling.

Sharpen Your Skills

Focusing on current and emerging techniques for the OpenGL family of APIs, this book demonstrates the breadth and depth of OpenGL. Readers will gain practical skills to solve problems related to performance, rendering, profiling, framework design, and more.

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Editorial Review

Review

You don't need to be an expert (maybe this book helps you to become one) but the basics should be known to you. ... A nice plus is the github site with code for most of the chapters. ... this book span[s] topics from simple OpenGL feature descriptions up to general rendering algorithms and shows what is possible with OpenGL and its mobile and web-based cousins. ... If you are an OpenGL developer, you will definitely find some interesting gems in here ...

?RenderingPipeline.com, July 2012

About the Author

Patrick Cozzi leads the graphics development of Cesium, an open source WebGL virtual globe for the aerospace, defense, and GIS communities, at Analytical Graphics, Inc. He also teaches GPU programming and architecture at the University of Pennsylvania, where he earned a master's degree in computer and information science.

Christophe Riccio currently works for AMD and is an active member of the OpenGL community, contributing to OpenGL specifications, developing tools for the official OpenGL SDK, and writing articles at G-Truc Creation. He previously worked at e-on software and Imagination Technologies. He earned a master's degree in computer game programming from Teesside University.

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