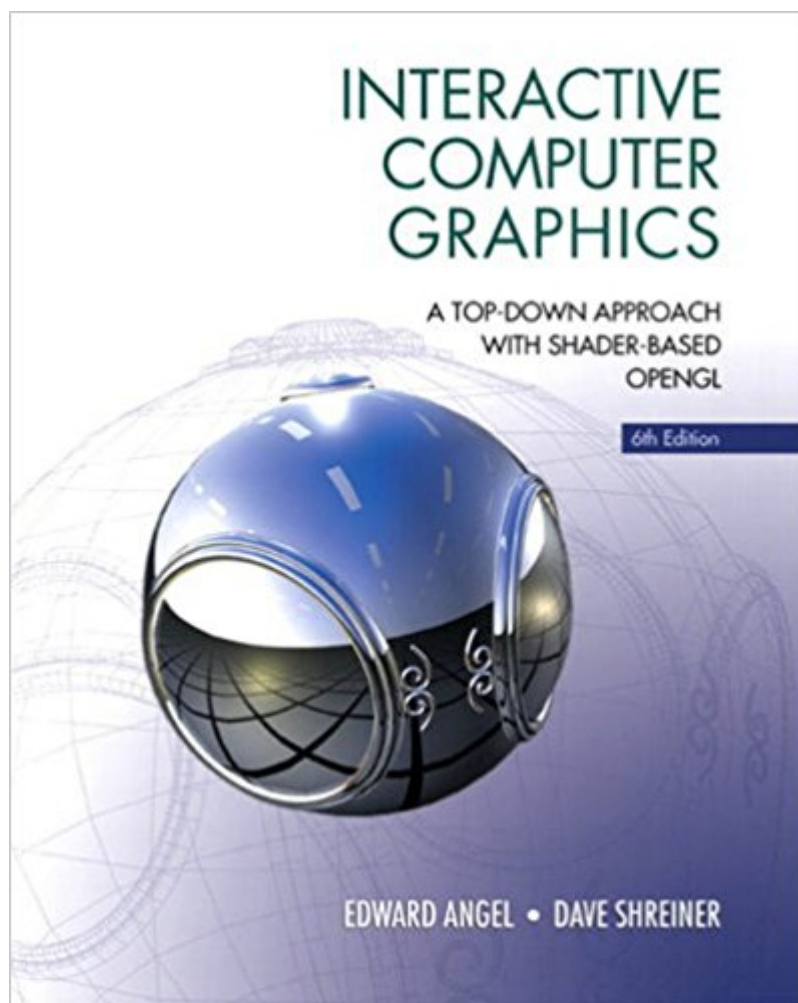




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Interactive Computer Graphics: A Top-Down Approach With Shader-Based OpenGL



Synopsis

This book is suitable for undergraduate students in computer science and engineering, for students in other disciplines who have good programming skills, and for professionals. Computer animation and graphics “once rare, complicated, and comparatively expensive” are now prevalent in everyday life from the computer screen to the movie screen. *Interactive Computer Graphics: A Top-Down Approach with Shader-Based OpenGL®*, 6e, is the only introduction to computer graphics text for undergraduates that fully integrates OpenGL 3.1 and emphasizes application-based programming. Using C and C++, the top-down, programming-oriented approach allows for coverage of engaging 3D material early in the text so readers immediately begin to create their own 3D graphics. Low-level algorithms (for topics such as line drawing and filling polygons) are presented after readers learn to create graphics.

Book Information

File Size: 20217 KB

Print Length: 768 pages

Simultaneous Device Usage: Up to 2 simultaneous devices, per publisher limits

Publisher: Pearson; 6 edition (May 18, 2011)

Publication Date: May 18, 2011

Language: English

ASIN: B00ALTS30O

Text-to-Speech: Not enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #980,071 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #62

in Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL #679

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Customer Reviews

Good:I thought that this book was quite good explaining the theory of computer graphics while using OpenGL (Core Profile) for the API for the practical side of things. I really liked the fact that the core profile of OpenGL was used for the code examples. This is definitely the way to go for OpenGL. The

fixed function pipeline is on its way out. Also I'm glad the author discussed shaders and buffers so early on in the book rather than use a wrapper library. The book contains excellent exercises for students to answer, although I didn't really go into them. Bad: Since OpenGL was used after the theory was explained I felt I needed to read up further on the OpenGL commands from the OpenGL website as a reference. I had some trouble in getting the code to work on Windows 7 64 bit using MS visual studio 2010 express edition. I ended up downloading the latest versions of glew and freeglut rather than using the libraries that the author had packaged in a zip file with his code. I also had to fix a bug in the code that read from the shader files. There are a few other mistakes too regarding offsets of buffer data in vertex array objects. The code example of bump mapping is just plain wrong and I haven't got it to work yet. The author does give me a framework to use for setting up OpenGL but code examples should always work and not be so difficult to setup. I really wish the author had put just a little more effort with some of it. The book is a little expensive too. It's double the price of some other books on the market on the same subject e.g. OpenGL Superbible 5th Ed which I also own (although that book is just plain terrible with use of a wrapper library for vertex arrays, at least its code works right off the bat).

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