

OpenGL Data Visualization Cookbook

Over 35 hands-on recipes to create impressive, stunning
visuals for a wide range of real-time, interactive
applications using OpenGL

Raymond C. H. Lo

William C. Y. Lo



OpenGl Data Visualization Cookbook

Ashutosh Nandeshwar

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OpenGL Data Visualization Cookbook Raymond Lo, William Lo, 2015-08-30 Over 35 hands on recipes to create impressive stunning visuals for a wide range of real time interactive applications using OpenGL About This Book Get acquainted with a set of fundamental OpenGL primitives and concepts that enable users to create stunning visuals of arbitrarily complex 2D and 3D datasets for many common applications Explore interactive real time visualization of large 2D and 3D datasets or models including the use of more advanced techniques such as stereoscopic 3D rendering Create stunning visuals on the latest platforms including mobile phones and state of the art wearable computing devices Who This Book Is For This book is aimed at anyone interested in creating impressive data visualization tools using modern graphics hardware Whether you are a developer engineer or scientist if you are interested in exploring the power of OpenGL for data visualization this book is for you While familiarity with C/C++ is recommended no previous experience with OpenGL is assumed What You Will Learn Install, compile and integrate the OpenGL pipeline into your own project Create interactive applications using GLFW to handle user inputs and the Android Sensor framework to detect gestures and motions on mobile devices Use OpenGL primitives to plot 2D datasets such as time series, dynamically Render complex 3D volumetric datasets with techniques such as data slicers and multiple viewpoint projection Render images, videos and point cloud data from 3D range sensing cameras using the OpenGL Shading Language (GLSL) Develop video see-through augmented reality applications on mobile devices with OpenGL ES 3.0 and OpenCV Visualize 3D models with meshes and surfaces using stereoscopic 3D technology In Detail OpenGL is a great multi-platform cross-language and hardware accelerated graphics interface for visualizing large 2D and 3D datasets Data visualization has become increasingly challenging using conventional approaches as datasets become larger and larger especially with the Big Data evolution From a mobile device to a sophisticated high-performance computing cluster OpenGL libraries provide developers with an easy to use interface to create stunning visuals in 3D in real time for a wide range of interactive applications This book provides a series of easy to follow hands-on tutorials to create appealing OpenGL based visualization tools with minimal development time We will first illustrate how to quickly set up the development environment in Windows, Mac OS X and Linux Next we will demonstrate how to visualize data for a wide range of applications using OpenGL starting from simple 2D datasets to increasingly complex 3D datasets with more advanced techniques Each chapter addresses different visualization problems encountered in real life and introduces the relevant OpenGL features and libraries in a modular fashion By the end of this book you will be equipped with the essential skills to develop a wide range of impressive OpenGL based applications for your unique data visualization needs on platforms ranging from conventional computers to the latest mobile wearable devices Style and approach This is an easy to follow comprehensive Cookbook showing readers how to create a variety of real time interactive data visualization tools Each topic is explained in a step by step format A range of hot topics is included including stereoscopic 3D rendering and data

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MacLane,2017-06-04 OpenGL is a great multi platform cross language and hardware accelerated graphics interface for visualizing large 2D and 3D datasets Data visualization has become increasingly challenging using conventional approaches as datasets become larger and larger especially with the Big Data evolution From a mobile device to a sophisticated high performance computing cluster OpenGL libraries provide developers with an easy to use interface to create stunning visuals in 3D in real time for a wide range of interactive applications This book provides a series of easy to follow hands on tutorials to create appealing OpenGL based visualization tools with minimal development time We will first illustrate how to quickly set up the development environment in Windows Mac OS X and Linux Next we will demonstrate how to visualize data for a wide range of applications using OpenGL starting from simple 2D datasets to increasingly complex 3D datasets with more advanced techniques Each chapter addresses different visualization problems encountered in real life and introduces the relevant OpenGL features and libraries in a modular fashion By the end of this book you will be equipped with the essential skills to develop a wide range of impressive OpenGL based applications for your unique data visualization needs on platforms ranging from conventional computers to the latest mobile wearable devices

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OpenGL Es 3.0 Cookbook

Parminder Singh,2015-05-30 If you are new to OpenGL ES or have some experience in 3D graphics then this book will be extremely helpful in raising your expertise level from a novice to professional The book implements more than 90 recipes to solve everyday challenges helping you transition from a beginner to a professional

OpenGL ? Build High Performance

Graphics Muhammad Mobeen Movania,2017 [OpenGL Development Cookbook](#) Muhammad Mobeen Movania,2013-01-01 The book is written in a Cookbook format with practical recipes aimed at helping you exploit OpenGL to its full potential This book is targeted towards intermediate OpenGL programmers However those who are new to OpenGL and know an alternate API like DirectX might also find these recipes useful to create OpenGL animations

Tableau Data Visualization

Cookbook Ashutosh Nandeshwar,2013 This Cookbook contains step by step instructions for Tableau users to create effective graphics The book is designed in such a way that you can refer to it chapter by chapter you can look at the list of recipes and read them in no particular order You ll gain the most from this book if you have basic understanding of various chart types and of their importance Knowing when to employ a certain graphic will be equally useful This book will get you up to speed if you just started using Tableau You ll find this book useful if you spend a lot of time conducting data analysis and creating reports

Estuarine and Coastal Modeling Malcolm L. Spaulding,2002 This collection contains 66 papers on marine environmental modeling presented at the Seventh International Conference on Estuarine and Coastal Modeling held in St Petersburg Florida November 5 7 2001

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The British National Bibliography Arthur James Wells,2006 [Data Visualization with D3.js Cookbook](#) Nick Qi Zhu,2013-10-24 Packed with practical recipes this is a step by step guide to learning data visualization with D3 with the help of detailed illustrations and code samples If you are a developer familiar with HTML CSS and JavaScript and you wish to get the most out of D3 then this book is for you This book can also serve as a desktop quick reference guide for experienced data visualization developers

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OpenGL 4 Shading Language Cookbook David Wolff, 2018 **3D Graphics Rendering Cookbook** Sergey Kosarevsky, Viktor Latypov, 2021-08-25 Build a 3D rendering engine from scratch while solving problems in a step by step way with the help of useful recipes Key Features Learn to integrate modern rendering techniques into a single performant 3D rendering engine Leverage Vulkan to render 3D content use AZDO in OpenGL applications and understand modern real time rendering methods Implement a physically based rendering pipeline from scratch in Vulkan and OpenGL Book Description OpenGL is a popular cross language cross platform application programming interface API used for rendering 2D and 3D graphics while Vulkan is a low overhead cross platform 3D graphics API that targets high performance applications 3D Graphics Rendering Cookbook helps you learn about modern graphics rendering algorithms and techniques using C programming along with OpenGL and Vulkan APIs The book begins by setting up a development environment and takes you

through the steps involved in building a 3D rendering engine with the help of basic yet self contained recipes Each recipe will enable you to incrementally add features to your codebase and show you how to integrate different 3D rendering techniques and algorithms into one large project You ll also get to grips with core techniques such as physically based rendering image based rendering and CPU GPU geometry culling to name a few As you advance you ll explore common techniques and solutions that will help you to work with large datasets for 2D and 3D rendering Finally you ll discover how to apply optimization techniques to build performant and feature rich graphics applications By the end of this 3D rendering book you ll have gained an improved understanding of best practices used in modern graphics APIs and be able to create fast and versatile 3D rendering frameworks What you will learn Improve the performance of legacy OpenGL applications Manage a substantial amount of content in real time 3D rendering engines Discover how to debug and profile graphics applications Understand how to use the Approaching Zero Driver Overhead AZDO philosophy in OpenGL Integrate various rendering techniques into a single application Find out how to develop Vulkan applications Implement a physically based rendering pipeline from scratch Integrate a physics library with your rendering engine Who this book is for This book is for 3D graphics developers who are familiar with the mathematical fundamentals of 3D rendering and want to gain expertise in writing fast rendering engines with advanced techniques using C libraries and APIs A solid understanding of C and basic linear algebra as well as experience in creating custom 3D applications without using premade rendering engines is required [Oceans](#)
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