

OpenGL[®] Reference Manual

Fourth Edition

*The Official Reference Document to
OpenGL, Version 1.4*



OpenGL Architecture Review Board
Editor: Dave Shreiner

OpenGL Reference Manual

Open Inventor Architecture Group



OpenGL Reference Manual:

OpenGL Reference Manual OpenGL Architecture Review Board, 2004 The Official Reference Document to OpenGL Version 1.4 OpenGL is a powerful software interface used to produce high quality computer generated images and interactive graphics applications by rendering 2D and 3D geometric objects bitmaps and color images Officially sanctioned by the OpenGL Architecture Review Board ARB The OpenGL Reference Manual Fourth Edition is the comprehensive and definitive documentation of all core OpenGL functions This fourth edition has been completely revised and updated for OpenGL Versions 1.3 and 1.4 It features coverage of cube mapped textures multisampling depth textures and shadowing multitexturing and register combiners In addition this book documents all OpenGL Utility Library functions GLU 1.3 and the OpenGL extension to the X Window System GLX 1.3 A comprehensive reference section documents each set of related OpenGL commands Each reference page contains A description of the command's parameters The command's effect on rendering and how OpenGL's state is modified Examples References to related functions Errors generated by each function This book also includes a conceptual overview of OpenGL a summary of commands and routines a chapter on defined constants and associated commands and descriptions of the multitexturing and imaging subset ARB extensions The OpenGL Technical Library provides tutorial and reference books for OpenGL The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential Originally developed by SGI the Library continues to evolve under the auspices of the Architecture Review Board ARB an industry consortium responsible for guiding the evolution of OpenGL and related technologies The OpenGL ARB is composed of leaders in the computer graphics industry 3Dlabs Apple ATI Dell Evans Sutherland Hewlett Packard IBM Intel Matrox NVIDIA SGI and Sun Microsystems **OpenGL Reference Manual** Dave Shreiner, OpenGL Architecture Review Board, 2000 The reference section documents each set of related OpenGL commands Each reference page covers a description of the command's parameters the effects on rendering and the OpenGL state by the command examples errors generated by functions and references to related functions BOOK JACKET **OpenGL reference manual** OpenGL Architecture Review Board, 1993 [OpenGL Reference Manual](#) OpenGL Architecture Review Board, 1997 Providing an overview of how OpenGL works this text also contains detailed reference page descriptions of each OpenGL function The edition includes functions used by the new features recently approved by the Architecture Review Board for inclusion in OpenGL Release 1.1 This book is an essential tool for every programmer working with the OpenGL library *OpenGL Reference Manual* OpenGL Architecture Review Board, 1992 The reference comprehensively documents each group of functions in OpenGL Release 1 It is essential for every programmer working with the OpenGL standard **OpenGL reference manual**, 1992 **Obliq-3D Tutorial and Reference Manual** Marc A. Najork, 1994 Abstract Obliq 3D is an interpreted language that is embedded into the 3D animation system Anim3D Anim3D is based on a few simple yet powerful constructs that allow a programmer to describe

three dimensional scenes and animations of such scenes Obliq 3D by virtue of its interpretive nature provides the programmer with a fast turnaround environment The combination of simplicity and fast turnaround allows application programmers to construct non trivial animations quickly and easily The first half of this report contains a tutorial to Obliq 3D which develops the various concepts of the animation system The second part contains a reference manual which describes the functionality of Obliq 3D module by module

NAS Architecture Reference Manual Leo Laverdure, Patricia Srite, John Colonna-Romano, 1993 Designed for anyone interested in learning about the NAS architecture including application developers technical consultants Independent Software Vendors ISVs Value Added Resellers VARs and Digital s Integrated Business Units IBUs NAS Architecture Reference Manual provides information on the NAS services and the key public interfaces supported by each service Part I introduces NAS and provides overview information on the NAS services Part II provides detailed information on the NAS services the key interfaces for those services and information on how the services support the NAS pervasive attributes

Web, Graphics & Perl/Tk Programming Jon Orwant, 2003 This volume covers topics not covered in O Reilly s other Perl books Half of the articles in this volume deal with essential issues faced by Web developers using Perl

Open Inventor C++ Reference Manual Open Inventor Architecture Group, 1994 This reference comprehensively documents the over 250 C classes in OpenInventor It also provides complete information on OpenInventor s interchange file format which allows data exchange among a wide variety of popular 3D graphics formats

Computer Graphics Neeta Nain, This book adopts a conceptual approach to computer graphics with emphasis on mathematical concepts and their applications It introduces an abstract paradigm that relates the mathematical concepts with computer graphic techniques and implementation methods This model is intended to help the reader understand the mathematical concepts and their practical use However mathematical complexity has not been allowed to dominate The haul mark of the book is its profuse solved examples which aid in the understanding of mathematical concepts The text is supplemented with introduction to various graphics standards animation multimedia techniques and fractals These topics are of immense use in each of the three visual disciplines modeling transformations projections and multi view geometry for computer vision Geometry of lines vectors and planes is essential for any geometric computation problem light and illumination for image based rendering and hidden surface removal Almost every chapter has the working source code to illustrate the concepts which could be written and used as small programs for better understanding of the topics A concise appendix of open source OpenGL is also included to showcase programming concepts of computer graphics and visualization The text is completely platform independent and the only prerequisite is the knowledge of coordinate geometry and basic algebra It will be useful both as a text and reference thus it can easily be used by novices and experienced practitioners alike

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OpenGL Programming Guide Dave Shreiner,OpenGL Architecture Review Board,2006 OpenGL runs on any platform has many supporting tools and applications and is used to create powerful graphic applications This new edition will provide basic information about GLSL itself as well as all the other changes to the 1 5 and 1 0 versions

Compaq Visual Fortran Norman Lawrence,2002-01-08 Compaq Visual Fortran A Guide to Creating Windows Applications is the only book that shows developers how to create Windows applications using Visual Fortran software It complements Digital Press s successful reference the Digital Visual Fortran Programmer s Guide Lawrence details development methods and techniques for creating Fortran applications for Windows the platform upon which developers can use Compaq Visual Fortran CVF to be Intel Visual Fortran in the future to create applications The book teaches CVF programming progressively beginning with simple tasks and building up to writing professional level Win32 applications Readers will learn about the powerful new CVF graphical user interface as well as the intricacies of Windows development from a CVF perspective They can master QuickWin the Win32 APIs including multiple document interfaces and Open GL with 3D and interactive graphics Provides practical step by step instructions for developing Visual Fortran applications Only tutorial text for Compaq Visual Fortran CVF Doesn t require the programmer to learn C or C

Course Notes ,1995

[OpenGL Programming Guide](#) Dave Shreiner,2010 OpenGL is a powerful software interface used to produce high quality computer generated images and interactive applications using 2D and 3D objects bitmaps and color images The OpenGL Programming Guide Seventh Edition provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library The previous edition covered OpenGL through Version 2 1 This seventh edition of the best selling red book describes the latest features of OpenGL Versions 3 0 and 3 1 You will find clear explanations of OpenGL functionality and many basic computer graphics techniques such as building and rendering 3D models interactively viewing objects from different perspective points and using shading lighting and texturing effects for greater realism In addition this book provides in depth coverage of advanced techniques including texture mapping antialiasing fog and atmospheric effects NURBS image processing and more The text also explores other key topics such as enhancing performance OpenGL extensions and cross platform techniques This seventh

edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1 including Using framebuffer objects for off screen rendering and texture updates Examples of the various new buffer object types including uniform buffer objects transform feedback buffers and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language GLSL and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL The OpenGL Technical Library provides tutorial and reference books for OpenGL The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential Originally developed by SGI the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group an industry consortium responsible for guiding the evolution of OpenGL and related technologies [OpenGL Distilled](#) Paul Martz, 2006 OpenGL opens the door to the world of high quality high performance 3D computer graphics The preferred application programming interface for developing 3D applications OpenGL is widely used in video game development visualization and simulation CAD virtual reality modeling and computer generated animation OpenGL R Distilled provides the fundamental information you need to start programming 3D graphics from setting up an OpenGL development environment to creating realistic textures and shadows Written in an engaging easy to follow style this book makes it easy to find the information you're looking for You'll quickly learn the essential and most often used features of OpenGL 2.0 along with the best coding practices and troubleshooting tips Topics include Drawing and rendering geometric data such as points lines and polygons Controlling color and lighting to create elegant graphics Creating and orienting views Increasing image realism with texture mapping and shadows Improving rendering performance Preserving graphics integrity across platforms A companion Web site includes complete source code examples color versions of special effects described in the book and additional resources *Handbook of Computer Vision and Applications: Signal processing and pattern recognition* Bernd Jähne, Horst Haussecker, Peter Geissler, 1999 CD ROM files contain complete text of all three print vols as well as hyperlinks to figures tables etc and between the index and the text Also included are hyperlinks to movies interactive 3D models demonstration software and other materials not contained in the print version *The X Resource*, 1994

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Opengl Reference Manual Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has are more apparent than ever. Its capability to stir emotions, provoke thought, and instigate transformation is truly remarkable. This extraordinary book, aptly titled "**Opengl Reference Manual**," compiled by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we shall delve to the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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