

OpenGL Superbible: The Complete Guide to OpenGL Programming for Windows Nt and Windows 95



Now you can command the magic of OpenGL, the 3D graphics API that entertainment industry wizards use to create special effects such as the dinosaurs in Jurassic Park and the liquid-metal terminator in Terminator 2. OpenGL SuperBible is your comprehensive, hands-on guide to OpenGL programming for Microsoft Windows NT and Windows 95, taking you beyond the realm of the ordinary into the world of the special effects pros. No previous 3D graphics knowledge is required. Learn to create fantastic 3D worlds by manipulating space with lighting components and their reflective properties, different viewers perspectives, and spectacular special effects. Learn the basics of complex objects that are pre-built into the auxiliary library of functions. Discover 3D drawing and coordinate transformations. CD-ROM contains an OpenGL VRML viewer, the OpenGL 1.1 binaries for Windows 95, a free OpenGL OCS for Visual Basic, source code, executable files, and binaries for all examples in the book.

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