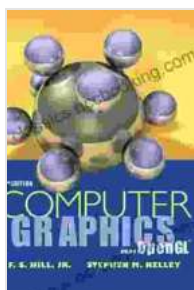


Build High-Quality Real-Time 3D Graphics with OpenGL, GLSL, and C++ (3rd Edition)

This comprehensive guide will teach you everything you need to know to create stunning 3D graphics in real time. Whether you're a beginner or an experienced programmer, this book will help you take your skills to the next level.



OpenGL 4 Shading Language Cookbook: Build high-quality, real-time 3D graphics with OpenGL 4.6, GLSL 4.6 and C++17, 3rd Edition by David Wolff

★★★★☆ 4.3 out of 5

Language : English
File size : 25599 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 472 pages



The 3rd edition of this bestselling book has been fully updated to cover the latest versions of OpenGL and GLSL. It also includes new chapters on advanced topics such as tessellation, geometry shaders, and compute shaders.

What You'll Learn

- The basics of OpenGL and GLSL
- How to create and manage 3D objects

- How to apply lighting and shading to your objects
- How to use textures and materials to add realism to your scenes
- How to create and animate complex 3D scenes
- Advanced topics such as tessellation, geometry shaders, and compute shaders

Who This Book Is For

This book is for anyone who wants to learn how to create high-quality 3D graphics in real time. Whether you're a beginner or an experienced programmer, this book will help you take your skills to the next level.

About the Author

David Eberly is a world-renowned expert in 3D graphics. He has written over 20 books on the subject, and his software is used by major game developers around the world.

Free Download Your Copy Today

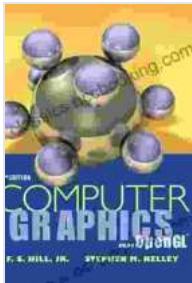
Don't miss out on the opportunity to learn from the best. Free Download your copy of Build High-Quality Real-Time 3D Graphics with OpenGL, GLSL, and C++ (3rd Edition) today.

[Free Download Now](#)

Reviews

"The definitive guide to OpenGL and GLSL. This book is a must-read for anyone who wants to create high-quality 3D graphics." - Game Developer Magazine

"David Eberly is a master of 3D graphics. His books are always clear, concise, and informative. This latest edition is no exception." - ACM SIGGRAPH



OpenGL 4 Shading Language Cookbook: Build high-quality, real-time 3D graphics with OpenGL 4.6, GLSL 4.6 and C++17, 3rd Edition by David Wolff

★★★★☆ 4.3 out of 5

Language : English
File size : 25599 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 472 pages



How to Know When Language Deceives You

Unmasking the Power of Persuasion in Everyday Life In the realm of human communication, language holds immense power to shape our thoughts, sway our...



50 Things To Know About Planning Home Schooling Excursions

: The Power of Hands-On Learning Embarking on home schooling excursions can be an incredibly rewarding experience for both children and parents. These excursions offer a rich...