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By Anton Gerdelan

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This book is a practical guide to starting 3d programming with OpenGL, using the most recent version. It would suit anyone learning 3d programming that needs a practical guide with some help for common problems. The material is often used in this way by university courses and hobbyists.

This book is a collection of worked-through examples of common real-time rendering techniques as used in video games or student projects. There are also some chapters or short articles for Tips and Tricks - not-so-obvious techniques that can add a lot of value to projects or make it easier to find problems. The idea is to be something like a lab manual - to get you going and over the trickier and more confusing hurdles presented by the API.

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Anton's OpenGL 4 Tutorials By Anton Gerdelan Bibliography

- Sales Rank: #165230 in eBooks
- Published on: 2014-06-25
- Released on: 2014-06-25
- Format: Kindle eBook

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