



# OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL(R), Version 1.4 (4th Edition)

*OpenGL Architecture Review Board, Dave Shreiner, Mason Woo, Jackie Neider, Tom Davis*

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OpenGL is a powerful software interface used to produce high-quality computer graphics. The OpenGL Programming Guide provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through version 1.2. This fourth edition of the bestselling guide will describe all of the latest features of OpenGL versions 1.3 and 1.4, as well as the important OpenGL ARB extensions. Some of the new features in the core library include cube-mapped texture mapping, multi-texturing, multi-sampled anti-aliasing, depth-texturing and shadows, and advanced texture application modes. Most importantly, the ARB vertex and fragment program extension (commonly referred to as "shaders") will be introduced. Many new example programs and color slides have been incorporated as well. As with all of the previous editions, this one was developed under the auspices of the OpenGL Architecture Review Board, and industry consortium responsible for guiding the evolution of OpenGL, and written by some of the most influential developers in the field. Any developer incorporating graphics into his or her programs will want a copy of this authoritative

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