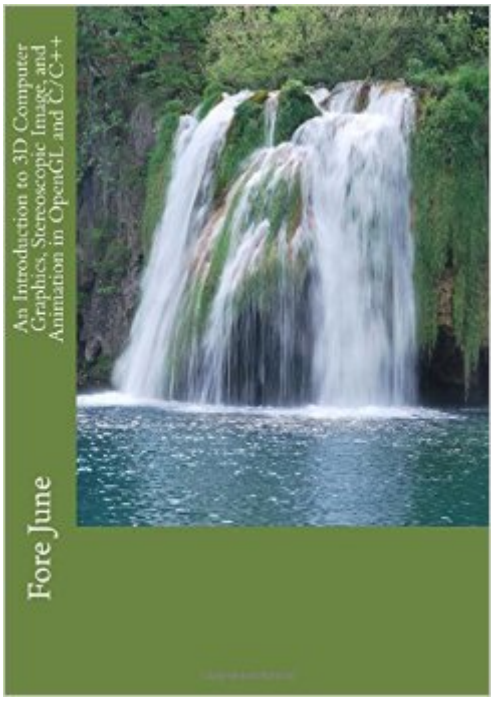
An Introduction To 3D Computer Graphics, Stereoscopic Image, And Animation In OpenGL And C/C++



Synopsis

The development of computer graphics has made computers easier to interact with, to understand and to interpret different types of data. Developments in computer graphics have made profound impact on many types of media and have revolutionized the film, video game and publishing industries. This book discusses the fundamentals of computer graphics, including 3D transformations, projections, animations, colors, and creating stereoscopic images. It illustrates the concepts by presenting example programs written in C/C++ with OpenGL.

Book Information

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Customer Reviews

This book has taught me the basics I needed to get started with OpenGL, and has given me an introduction to what I should be studying further.The book starts with the very basics of 3D and OpenGL, and explains how to draw simple triangles/rectangles in 3D space. Then it goes on to basic lightning and shadows and other important concepts of OpenGL. You should read these first chapters throughoutly, because it will save from you a lot of trouble for later. From then on, you might want to use some online tutorials in addition to this book.The book covers some intermediate/advanced consepts, such as 3D model importing, animations and GLSL shading, but does not attempt to give complete tutorials in these areas (that would require som thousands more pages). However, it does a great job explaining the theory behind these things, so make sure you read and understand everything well. If you do so, you will have no trouble understanding any code examples you might find online.I have been using a lot of different tutorials for learning OpenGL. Whenever I got stuck at something, I would re-read what this book has to say about whatever I was

having trouble understanding. That always helped me out, so I think this books deserve at least 5 stars from me!By the way, I saw someone criticising this book for using outdated technologies.This book uses GLUT, which is in deed outdated and hasn't been maintained for years. However, it's great for learning, and I hardly seem the problem with learning from a book that uses it (I don't use GLUT, but this book is after all a book about OpenGL, and not about other libraries you might want to use).