

OpenGL Shading Language Cookbook: A Comprehensive Guide to Modern OpenGL Shader Programming

The OpenGL Shading Language (GLSL) is a powerful programming language that allows you to create custom shaders for your OpenGL applications. Shaders are small programs that run on the graphics card and can be used to control every aspect of the rendering process. This cookbook provides a comprehensive guide to modern GLSL shader programming techniques, with a focus on practical, real-world examples.



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



What You Will Learn

- The basics of GLSL, including data types, control flow, and functions
- How to use GLSL to create vertex and fragment shaders

- Advanced shader techniques, such as texture mapping, lighting, and shadow mapping
- How to use GLSL to create custom effects, such as bloom, motion blur, and depth of field
- Best practices for writing efficient and maintainable GLSL code

Who This Book Is For

This book is for anyone who wants to learn how to write GLSL shaders. Whether you are a beginner or an experienced graphics programmer, this book will teach you everything you need to know to create stunning visuals with OpenGL.

Table of Contents

1. to GLSL
2. Vertex Shaders
3. Fragment Shaders
4. Advanced Shader Techniques
5. Custom Effects
6. Best Practices

About the Author

David Wolff is a graphics programmer with over 10 years of experience. He has worked on a variety of projects, from AAA video games to mobile apps. He is the author of several books on graphics programming, including the OpenGL Shading Language Cookbook.

Reviews

"The OpenGL Shading Language Cookbook is a comprehensive and well-written guide to GLSL shader programming. It covers everything from the basics to advanced techniques, and it is packed with practical examples. This book is a must-have for any graphics programmer who wants to learn how to write efficient and maintainable GLSL code." - John Carmack, co-founder of id Software

"David Wolff has done an excellent job of demystifying GLSL shader programming. This book is a valuable resource for anyone who wants to learn how to create stunning visuals with OpenGL." - Michael Abrash, former graphics research scientist at Microsoft

Order Your Copy Today

The OpenGL Shading Language Cookbook is available now from Amazon.com.

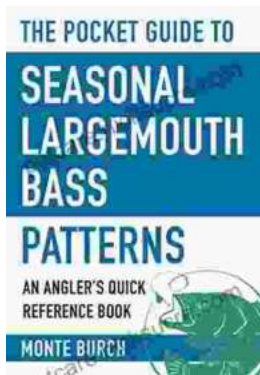


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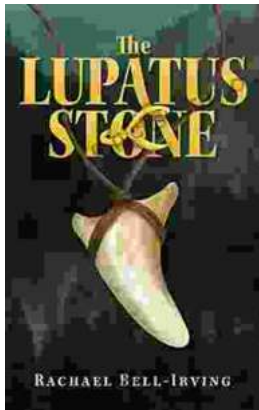
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