

Beginning OpenGL Game Programming, Second Edition

By Luke Benstead

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Are you a beginning programmer just getting started in 3D graphics programming? If you're comfortable programming in C++ and have a basic understanding of 3D math concepts, "Beginning OpenGL Game Programming, Second Edition" will get you started programming 3D graphics for games using the OpenGL API. Revised to work with the latest version of OpenGL, OpenGL 3.0, this book is perfect for programmers who are new to game development or new to OpenGL. New skills and concepts are taught using step-by-step instructions, with end-of-chapter exercises for testing and reinforcement. From creating a simple OpenGL application, to applying texture mapping, and even displaying 2D fonts, you'll find complete yet concise coverage of all the newest features of OpenGL as they apply to 3D graphics for game development. And by the end of the book, you'll be able to apply your new-found knowledge of OpenGL to create your very own games.

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Beginning OpenGL Game Programming, Second Edition By Luke Benstead Bibliography

- Sales Rank: #1402996 in Books
- Brand: Brand: Course Technology PTR
- Published on: 2009-03-12
- Original language: English
- Number of items: 1
- Dimensions: 8.75" h x 7.25" w x .75" l, 1.45 pounds
- Binding: Paperback
- 320 pages

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Review
Note from the author: I've noticed that some readers are still experiencing trouble with the source code. If you have downloaded the files from the website and are still having trouble, you can contact me (@kazade) directly on Twitter. --Author

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About the Author
Luke has been programming OpenGL and C++ for 7 years. He graduated from the University of Portsmouth in 2002 with a Bsc(hons) Degree in Multimedia Programming and an HND in Software Engineering. At Portsmouth he was also awarded the Climax Prize for Best Interactive Technology Project for an OpenGL modeling application. Luke is an active member of the gamedev.net community and co-maintainer of nehe.gamedev.net. He currently works as a software developer in London.

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