Beginning OpenGL Game Programming, Second Edition

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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