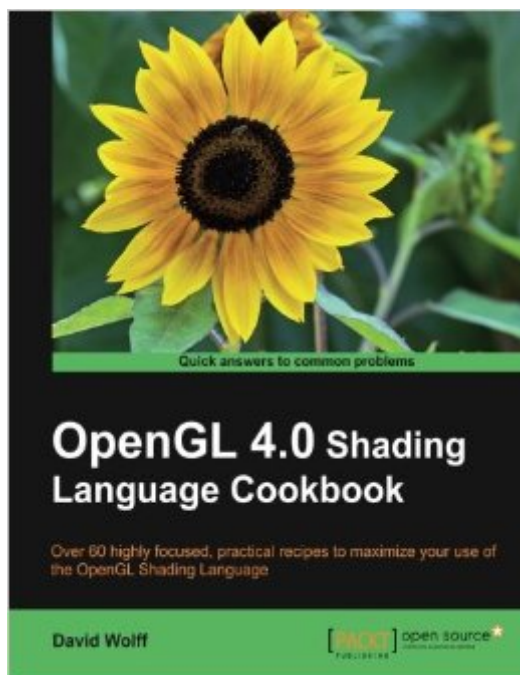# The book was found

OpenGL 4.0 Shading Language Cookbook

Synopsis

With over 60 recipes, this Cookbook will teach you both the elementary and finer points of the OpenGL Shading Language, and get you familiar with the specific features of GLSL 4.0. A totally practical, hands-on guide. Overview A full set of recipes demonstrating simple and advanced techniques for producing high-quality, real-time 3D graphics using GLSL 4.0 How to use the OpenGL Shading Language to implement lighting and shading techniques Use the new features of GLSL 4.0 including tessellation and geometry shaders How to use textures in GLSL as part of a wide variety of techniques from basic texture mapping to deferred shading Simple, easy-to-follow examples with GLSL source code, as well as a basic description of the theory behind each technique What you will learn from this book Compile, install, and communicate with shader programs Use new features of GLSL 4.0 such as subroutines and uniform blocks Implement basic lighting and shading techniques such as diffuse and specular shading, per-fragment shading, and spotlights Apply single or multiple textures Use textures as environment maps for simulating reflection or refraction Implement screen-space techniques such as gamma correction, blur filters, and deferred shading Implement geometry and tessellation shaders Learn shadowing techniques including shadow mapping and screen space ambient occlusion Use noise in shaders Use shaders for animation Approach This hands-on guide cuts short the preamble and gets straight to the point - actually creating graphics, instead of just theoretical learning. Each recipe is specifically tailored to satisfy your appetite for producing real-time 3-D graphics using GLSL 4.0. Who this book is written for If you are an OpenGL programmer looking to use the modern features of GLSL 4.0 to create real-time, three-dimensional graphics, then this book is for you. Familiarity with OpenGL programming, along with the typical 3D coordinate syste

Book Information

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Customer Reviews

I've read a number of books on OpenGL Shading Language, most of them cover the same things and David Wolff is no different.He definitely cuts back on a lot of 'fluff' (as in you don't need an explanation of a function if you're reading this book).I was disappointed however by a very poor preparation of the hands on part of this cookbook.My UI background goes way back to win32 to most recent WPF (and number of embedded, plus web stuff). However, I have only seen Qt in passing, and seeing this in the readme file is disheartening:"It includes a qmake project file, so building the examples should bevery straightforward as long as you have the Qt SDK installed.It should also load into Qt Creator quite readily."It is not straightforward.The problems so far and counting:The location for glew and glm are assumed to be on c:\OpenGL ... and are not consistent from chapter to chapter.This is not mentioned anywhere. README is a good place for that.GLM version 0.9.0.7 is used. Granted not the author's fault, but easily preventable by including GLM with your source files or at least make a note in the README.Chapter 9 is missing a header file. Granted you can recreate it yourself from the existing .cpp, but this only speaks poorly on the author's attitude towards cookbook-ingI have expected a higher level of readiness from a cookbook.If you're looking for a reference on some algorithms this book is fine, but a better choice is "OpenGL Supper Bible 5th edition" which is self sustained and you can pass it along to a complete novice.

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