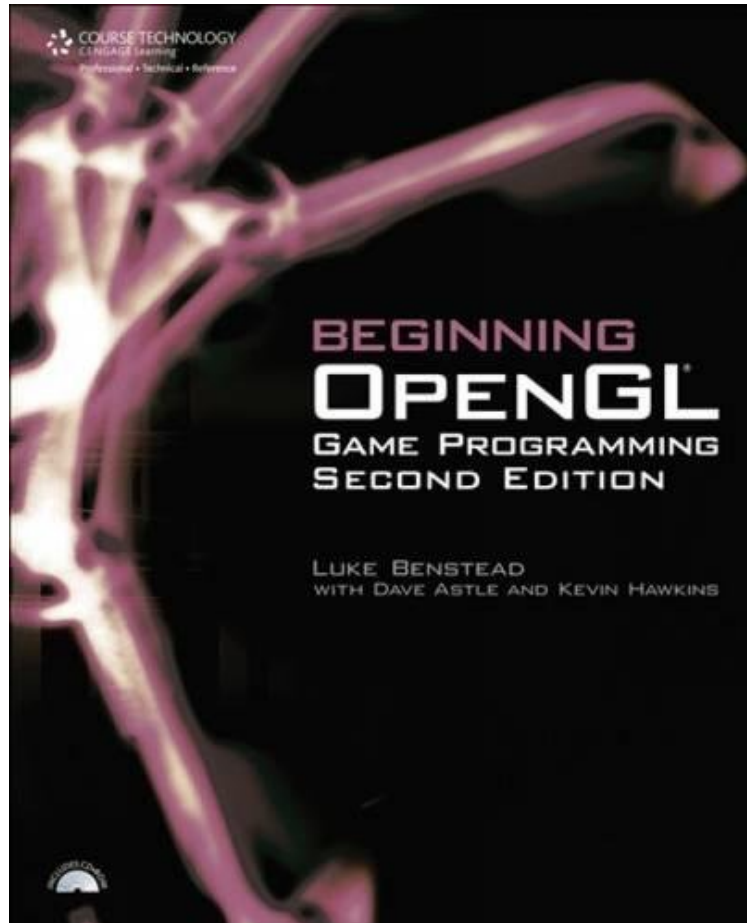


(Ebook pdf) Beginning OpenGL Game Programming, Second Edition

## Beginning OpenGL Game Programming, Second Edition

*Luke Benstead*

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**Luke Benstead : Beginning OpenGL Game Programming, Second Edition** before purchasing it in order to gage whether or not it would be worth my time, and all praised Beginning OpenGL Game Programming, Second Edition:

0 of 0 people found the following review helpful. An Amazing BookBy Incio FerrariniAs a former 2D programmer hobbyist, I found a hard time moving to a 3D space. I tried other OpenGL books, but, this book was the first book that was able to keep me interested (and motivated in learning) to the end. The source code is well written in C++, well documented and it is easy to follow (even when the code is non-trivial, like heightmaps, lights and normals, etc) providing basic and usefull classes. The complete source code, textures, shaders are contained in a CD wich comes along with the book.My personal objective was to learn how computer graphics work, in order to be able to understand more complex 3D APIs and tools, and it was fulfilled by this book.This book also shows how to create code that runs the same way in different machines (time-based rendering, instead of frame-based rendering).Note: On Visual C++ Express 2010, when I opened/converted the solutions from the CD, I had to remove the other two referenced projects (I think they were created by CMake) and adjust the path for the source files (they referenced an absolute path,

different than my project's path). Besides that, everything worked as a charm, even better than expected. The source code works perfectly for both Windows and Linux (I still don't have a Mac nearby for testing). 8 of 9 people found the following review helpful. a basic reference book for entering the OpenGL world By Yorik van Havre I bought this book because I'm getting more and more involved with computer graphics programming and I was interested in digging in something lower-level like OpenGL. I am no professional programmer, just hobbyist, I know python fairly well now and am just beginning to put my fingers into C++. So, what I wanted was basically understand how OpenGL works, be able to follow with my limited C++ knowledge and also get a couple of yummy and well organized pieces of code to explore. This book fulfilled those 3 topics perfectly. Some of the critics the others reviewers made may be true, for ex. that the example code doesn't correspond exactly to the examples in the book, but I didn't find that a bad thing, I saw the code more like "real-life" examples to explore, practice tweak after you learned some theory in the book. My very small knowledge of the C++ language didn't give me too much problem, the book focuses on explaining how you do things the OpenGL way and not on building working programs. For example it says things like "In OpenGL, this is how you must build a triangle: you first build an array with the vertices coordinates, then pass it that way". I had a bit of difficulty understanding a couple of specific programming topics at the beginning of the book, but the author himself doesn't extend much on those parts. So I think you must not consider this book as a practical manual for building games, but rather a theory book about OpenGL, but a theory book made with a quite practical approach. It doesn't talk much about 3D geometry itself, but focuses on making you understand "the OpenGL way", with small tricks, examples, and the well-known experience of the NeHe people. If you already know a bit of spatial geometry (how 3D coordinates work, how vectors work, etc), it will help you greatly. After reading the book my idea about OpenGL is that it is really, a bare, salty and undigest piece to eat. Everything must be done a certain way, not another and it is sometimes very counter-instinctive. But I also realized that OpenGL is the true foundation behind almost any other higher-level application, library, method, game or anything else related to 3D that I have encountered. Things I encountered in some games, in Coin3D or in Blender suddenly make sense. I knew how you apply a texture on an object with your favorite 3D app already, but I know now how it works internally, and I have a good idea on how I could write a shader myself to overwrite the standard way... So I enjoyed much this book, and probably will come back to it often as time passes. 5 of 9 people found the following review helpful. Disappointed. By James Barcus The source code that came with the book just flat out doesn't work. You can open the projects, but you can't open the source. I went to the publishers website and downloaded the fix. The project files don't work either, but you can at least see the source code in the src directory now. Bad/broken source isn't uncommon and though annoying, isn't a big deal. But the total lack of support shown for this book is amazing. Most authors have a website for their books. This guy has a picture of the book and a table of contents and nothing else. The publisher gives a link to an offsite download for the fix, that doesn't 'fix' anything. They leave you with no where to turn and a book that refers to source that you have no chance in hell in getting to work without already knowing what you need to learn. I'd give it a negative star if I could, it was a complete waste of money. Given time, I've no doubt you can get the source to work, there's plenty of OpenGL sites to fill in the gaps. However, I bought the book so I wouldn't have to go to these sites. Save yourself some money and go to these sites or find another beginners book.

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.

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 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.