OpenGL® Shading Language

Third Edition

Randi J. Rost • Bill Licea-Kane

With Contributions by Dan Ginsburg, John M. Kessenich, Barthold Lichtenbelt, Hugh Malan, and Mike Weiblen

Praise for *OpenGL® Shading Language*

"As the 'Red Book' is known to be the gold standard for OpenGL, the 'Orange Book' is considered to be the gold standard for the OpenGL Shading Language. With Randi's extensive knowledge of OpenGL and GLSL, you can be assured you will be learning from a graphics industry veteran. Within the pages of the second edition you can find topics from beginning shader development to advanced topics such as the spherical harmonic lighting model and more."

—David Tommeraasen
CEO/Programmer
Plasma Software

"This will be the definitive guide for OpenGL shaders; no other book goes into this detail. Rost has done an excellent job at setting the stage for shader development, what the purpose is, how to do it, and how it all fits together. The book includes great examples and details, as well as good additional coverage of 2.0 changes!"

—Jeffery Galinovsky
Director of Emerging Market
Platform Development
Intel Corporation

"The coverage in this new edition of the book is pitched just right to help many new shader-writers get started, but with enough deep information for the 'old hands.'"

—Marc Olano
Assistant Professor
University of Maryland

"This is a really great book on GLSL—well written and organized, very accessible, and with good real-world examples and sample code. The topics flow naturally and easily, explanatory code fragments are inserted in very logical places to illustrate concepts, and, all in all, this book makes an excellent tutorial as well as a reference."

—John Carey
Chief Technology Officer
C.O.R.E. Feature Animation

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