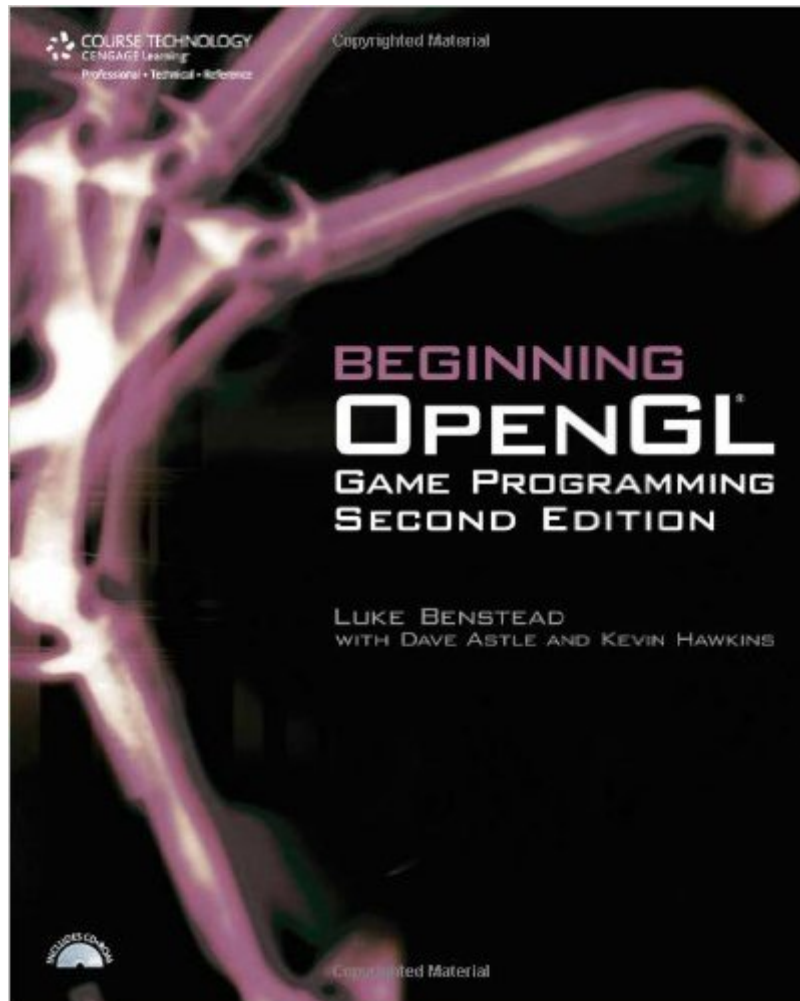# Beginning OpenGL Game Programming, Second Edition

Synopsis

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.

Book Information

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Customer Reviews

I was extremely excited about this book. I was around when NeHe first started up but was working exculsively on DirectX. That website was such a resource it was amazing. I bought their book wihtout question and started working with it and reading it.First problem was the source on the CD. The project settings are messed up so you have to rebuild the projects. Not a huge deal but kind of annoying. This stuff happens. A quicker fix is to go to: [...] and search for the book - downloads. Then you're good.The Positive:They go into all the stuff you need to know about general openGL and they cover what's being removed and added in the new openGL model. This is very helpful and

guides you on what you should use in your applicaitons so you have an easy transition to gl 3.1. They also cover things like text, and GLSL.The Negative:I am amazed that they call this a "Game Development" book. It's a shorter GL reference book and thats it. They show some terrain generation and that's about as far into *game* development you get. If you need a very complete GL reference you're probably better off witht he openGL "Redbook". If you know some GL and just want a simple reference then this is better since it's shorter.The VERY Negative:After reading this book for awhile I was blown away and pretty mad I even bought it. The guys from NeHe have always been good and writing solid tutorials and complete examples. The book simply says, "Here are the functions you need to call, here is how you use them, go look at the source code.

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 fullfilled 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.

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