OpenGL® Programming Guide

Eighth Edition

The Official Guide to Learning OpenGL®, Version 4.3

Dave Shreiner • Graham Sellers • John Kessenich • Bill Licea-Kane

The Khronos OpenGL ARB Working Group

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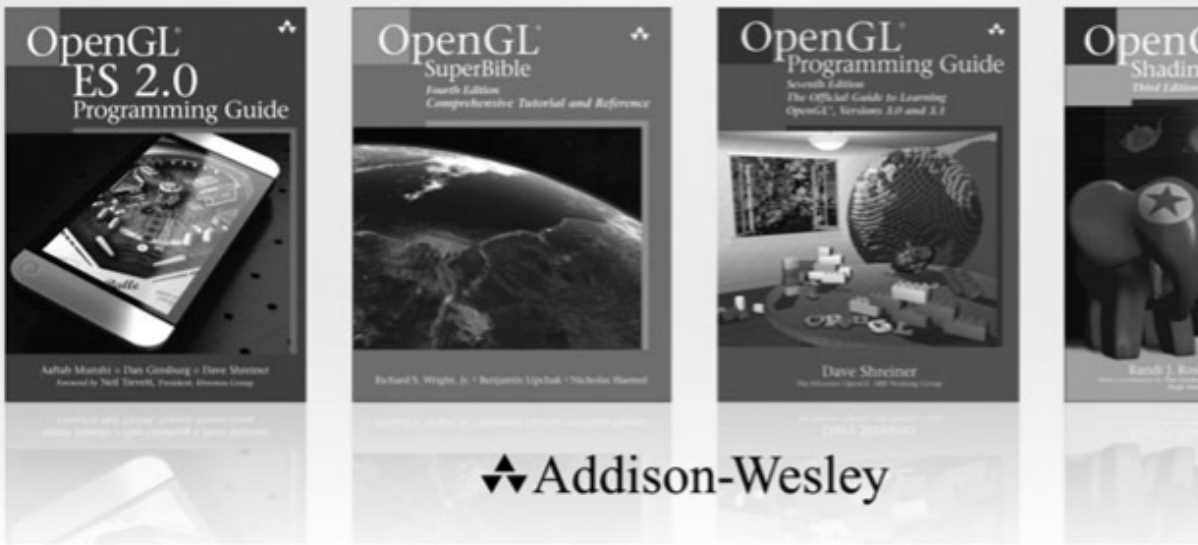

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The OpenGL graphics system is a software interface to grap
hardware. ("GL" stands for "Graphics Library.") It allows you
create interactive programs that produce color images of moving
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in imaginative ways.

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understanding of OpenGL standards, along with the insight nee
unlock OpenGL's full potential.

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For my family—Vicki, Bonnie, Bob, Cookie, Goatee, Phantom, Squi
Tuxedo, and Toby.
—DRS

To Emily: welcome, we're so glad you're here! Chris and J.: you still
—GJAS

In memory of Phil Karlton, Celeste Fowler, Joan Eslinger, and Ben Ch

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