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Dave Astle



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"More OpenGL Game Programming" covers the use of OpenGL extensions, vertex and fragment programs, special effects, model animation, and more. It includes coverage of shaders, an important new addition to OpenGL. Building upon the foundation laid in "Beginning OpenGL Game Programming", this book offers coverage of intermediate to advanced topics. "More OpenGL Game Programming" is geared towards readers who have an intermediate understanding of game and graphics programming. A majority of the content of the book is not platform-specific, in keeping with the multi-platform API of OpenGL. The methods covered will focus on those that are used in commercial games.

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