



OpenGL Programming for the X Window System

By Mark J. Kilgard

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Created by Silicon Graphics Inc., OpenGL has become the industry standard for the 3D graphics programming community. Sun and Hewlett Packard have recently joined OpenGL's list of licensees, bringing a large community of X Windows users to the OpenGL market. This text explains how the OpenGL libraries are implemented under X Windows, allowing programmers to take advantage of OpenGL.

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Editorial Review

From the Back Cover

OpenGL is the fastest and most widely available software standard for producing high-quality color images of 3D scenes. This practical guide shows X programmers how to construct working 3D applications using OpenGL and how to tightly integrate OpenGL applications with the X Window System.

Written by a Silicon Graphics X Window System and OpenGL expert, **OpenGL Programming for the X Window System** uses the OpenGL Utility Toolkit (GLUT) to show how OpenGL programs can be constructed quickly and explores OpenGL features using examples written with GLUT. This book also:

- explains the GLX model for integrating OpenGL and Xlib
- shows how to use OpenGL with Motif and other widget sets
- discusses the latest OpenGL standards: OpenGL 1.1, GLX 1.2, and GLU 1.2
- covers advanced topics such as alternative input devices and overlays
- includes valuable information for ensuring OpenGL portability and interoperability
- provides pointers for performance tuning

Each chapter contains source code demonstrating the techniques described. Source code for all the examples provided, and for the GLUT library itself, are available for downloading via the Internet.

Intended for C programmers familiar with the Xlib and/or Motif programming interfaces. No previous OpenGL knowledge is required.

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About the Author

Mark Kilgard is a member of the Technical Staff at Silicon Graphics, Inc. He is a contributor to *The X Journal* and speaks regularly at the *X Technical Conference* and *SIGGRAPH*. Mark is also the creator of the OpenGL Utility Toolkit (GLUT).

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Users Review

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Jennifer Larson:

The publication untitled OpenGL Programming for the X Window System is the guide that recommended to you to read. You can see the quality of the publication content that will be shown to you actually. The language that creator use to explained their way of doing something is easily to understand. The article author was did a lot of exploration when write the book, and so the information that they share for you is absolutely accurate. You also could possibly get the e-book of OpenGL Programming for the X Window System from the publisher to make you a lot more enjoy free time.

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