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OpenGL Insights

Get Real-World Insight from Experienced Professionals in the OpenGL Community With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones...

OpenGL Insights by Patrick Cozzi, Christophe Riccio ...

Book Description. Get Real-World Insight from Experienced Professionals in the OpenGL Community. With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers.

OpenGL Insights - 1st Edition - Patrick Cozzi - Christophe ...

On the OpenGL Insights website, www.openglinsights.com, code samples are provided to illustrate each section. A direct output from this chapter is a series of functions that can be directly used in any OpenGL program for detecting silent errors, errors that OpenGL doesn't catch by design, but eventually result in an unexpected rendering.

OpenGL Insights

A lack of performance might come from a lack of understanding of the platform we are working on. This may have a dramatic negative impact on the tile-based GPUs leading the OpenGL ES world. In his chapter, "Performance Tuning for TileBased Architectures," Bruce Merry presents key tile-based GPU architecture features and how to take advantage of ...

OpenGL Insights

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OpenGL Insights

This compatibility pack allows more of your favorite OpenCL™ and OpenGL® apps to run on a Windows 10 PC that doesn't have OpenCL and OpenGL hardware drivers installed by default. If a DirectX 12 driver is installed, supported apps will run with hardware acceleration for better performance.

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Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design of WebGL libraries, and discusses OpenGL in the classroom.

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OpenGL, OpenGL Es, and WebGL Community Experiences: OpenGL ...

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OpenGL Insights | Taylor & Francis Group

He is currently a member of the Linaro Graphics Working Group, developing benchmarking tools for OpenGL ES 2.0, and enhancing graphics related Free and Open Source Software libraries and applications to take advantage of the powerful 3D GPUs available on modern ARM-based hardware.

OpenGL Insights

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Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions.

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