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Nota di contenuto	Table of Contents; OpenGL 4.0 Shading Language Cookbook; OpenGL 4.0 Shading Language Cookbook; Credits; About the Author; About the Reviewers; www.PacktPub.com; Support files, eBooks, discount offers and more; Why subscribe?; Free access for Packt account holders; Preface; What this book covers; What you need for this book; Who this book is for; Conventions; Reader feedback; Customer support; Downloading the example code for this book; Errata; Piracy; Questions; 1. Getting Started with GLSL 4.0; Introduction; The OpenGL Shading Language; Profiles: Core vs. Compatibility Using the GLEW Library to access the latest OpenGL functionalityGetting ready; How to do it...; How it works...; There's more...; GLEW visualinfo; GLEW glewinfo; Checking for extension availability at runtime; See also; Using the GLM library for mathematics; Getting ready; How to do it...; How it works...; There's more...; Using the GLM types as input to OpenGL; See also; Determining the GLSL and OpenGL version; How to do it...; How it works...; There's more...; See also; Compiling a shader; Getting ready; How to do it...; How it works...; There's more...; Deleting a shader object; See also

Linking a shader program; Getting ready; How to do it...; How it works...; There's more...; Deleting a shader program; See also; Sending data to a shader using per-vertex attributes and vertex buffer objects; Getting ready; How to do it...; How it works...; There's more...; Using layout qualifiers; Using element arrays; Interleaved arrays; See also; Getting a list of active vertex input attributes and indices; Getting ready; How to do it...; How it works...; There's more...; See also; Sending data to a shader using uniform variables; Getting ready; How to do it...; How it works...

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Sommario/riassunto

Over 60 highly focused, practical recipes to maximize your OpenGL Shading language use
