

1. Record Nr.	UNINA9910971339603321
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Titolo	OpenGL 4 shading language cookbook / / David Wolff
Pubbl/distr/stampa	Birmingham : , : Packt Publishing, , 2013
ISBN	9781782167037 178216703X
Edizione	[Second edition.]
Descrizione fisica	1 online resource (394 pages) : illustrations
Disciplina	006.686
Soggetti	Computer graphics Rendering (Computer graphics)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover -- Copyright -- Credits -- About the Author -- About the Reviewers -- www.PacktPub.com -- Table of Contents -- Preface -- Chapter 1: Getting Started With GLSL -- Introduction -- Using a function loader to access the latest OpenGL functionality -- Using GLM for mathematics -- Determining the GLSL and OpenGL version -- Compiling a shader -- Sending data to a shader using vertex attributes and vertex buffer objects -- Getting a list of active vertex input attributes and locations -- Sending data to a shader using uniform variables -- Getting a list of active uniform variables -- Using uniform blocks and uniform buffer objects -- Getting debug messages -- Building a C++ shader program class -- Chapter 2: The Basics of GLSL Shaders -- Introduction -- Implementing diffuse, per-vertex shading with a single point light source -- Implementing per-vertex ambient, diffuse, and specular (ADS) shading -- Using functions in shaders -- Implementing two-sided shading -- Implementing flat shading -- Using subroutines to select shader functionality -- Discarding fragments to create a perforated look -- Chapter 3: Lighting, Shading, and Optimization -- Introduction -- Shading with multiple positional lights -- Shading with a directional light source -- Using per-fragment shading for improved realism -- Using the halfway vector for improved performance -- Simulating a spotlight -- Creating a cartoon shading effect -- Simulating fog -- Configuring the depth test -- Chapter 4:

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Sommario/riassunto

OpenGL Shading Language 4 Cookbook is a hands-on guide that gets straight to the point - actually creating graphics, instead of just theoretical learning. Each recipe is specifically tailored to satisfy your appetite for producing real-time 3-D graphics using the latest GLSL specification. This book is for OpenGL programmers looking to use the modern features of GLSL 4 to create real-time, three-dimensional graphics. Familiarity with OpenGL programming, along with the typical 3D coordinate systems, projections, and transformations is assumed. It can also be useful for experienced GLSL programmers who are looking to implement the techniques that are presented here.

2. Record Nr.	UNIORUON00379229
Autore	SPIRITO, Ugo
Titolo	Il comunismo / Ugo Spirito
Pubbl/distr/stampa	Firenze, : Sansoni, 1970
Edizione	[2.ed. accresciuta]
Descrizione fisica	431 p. ; 20 cm.
Disciplina	335.4
Soggetti	COMUNISMO Marxismo
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia