

## Opengl Primer Angel

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Preface. 1. Introduction. The OpenGL API. What's in OpenGL. OpenGL Versions of Extensions. Languages. Programming Conventions. Compiling. Sources. Who Should Use this Primer. Outline. 2. Two-Dimensional Programming in OpenGL. A Simple Program. GLUT. Event Loops and Callback Functions. Drawing a Rectangle. Changing the GLUT Defaults. Color in OpenGL.

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Edward Angel is Professor Emeritus of Computer Science at the University of New Mexico and Founding Director of the Art, Research, Technology and Science Laboratory . Until July, 2007, he was Professor of Computer Science, Electrical and Computer Engineering, and Media Arts at UNM and Director of both the ARTS Lab and the Arts Technology Center in the College of Fine Arts.

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Still, I bought the book knowing this was the case. It is an excellent companion to a more thorough text. I am using Hill's Computer Graphics Using OpenGL, Second Edition. Naturally, for a complete guide to OpenGL, I recommend the Red Book, OpenGL Programming Guide currently in it's Third Edition.

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