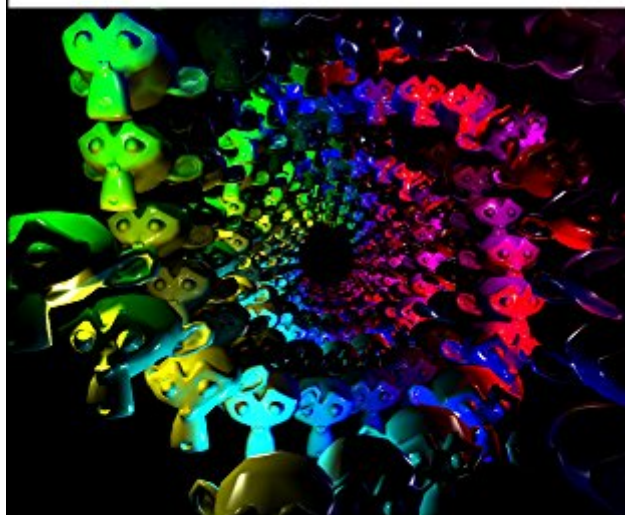


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Anton's OpenGL 4 Tutorials

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Anton Gerdelan



Synopsis

This book is a practical guide to starting 3d programming with OpenGL, using the most recent version. It would suit anyone learning 3d programming that needs a practical guide with some help for common problems. The material is often used in this way by university courses and hobbyists. This book is a collection of worked-through examples of common real-time rendering techniques as used in video games or student projects. There are also some chapters or short articles for Tips and Tricks - not-so-obvious techniques that can add a lot of value to projects or make it easier to find problems. The idea is to be something like a lab manual - to get you going and over the trickier and more confusing hurdles presented by the API.

Book Information

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Customer Reviews

This book is very good. Even though I'm not a fan of sticking to crude code all around, this approach turns things much easier to learn the subject. Along the book you're always dealing with raw OpenGL code without any fancy wrappers, which greatly benefits it from a didactical point of view. The book is very well written. One can see it's written by someone who actually knows how to teach people. It's very easy and pleasant to read.

Unfortunately, the main headache of OpenGL is the API itself - some things about it are deprecated and just left in there, and most OpenGL books just explain theory and give very long, unreadable code. Thankfully, the author understands this and gives you very easy to read and understandable code, and walks you through in a friendly manner, giving insight into common methods and practical techniques. I enjoyed the author's opinions on deferred lighting as well. I hope that more tutorials are added in the future! I especially enjoyed the shader examples.

I tried out 3 other OpenGL books before someone in JanusVR suggested I check out Anton's OpenGL 4 Tutorials. Anton's book was by far the most accessible and newbie friendly out of all of them and the only one that I actually finished. It was also the cheapest so the value of this book was way higher than any of the others. At time of writing I know that Anton is actively maintaining his code on GitHub so if you need help or find a problem with the examples you can be sure you'll get some assistance. I had no problem getting the code samples to run on an Ubuntu 14.04 box (I didn't try it on Windows or Mac so I can't comment there), whereas with some of the other books I tried I could not get the code to run because of bugs in their 'helper' libraries. Anton keeps everything pretty minimal so that you can really see what's going on. Using the book I was able to create of my own OpenGL demos and render models that I've created in Blender. You should know some basic C or C++ before tackling the book. If you want to learn OpenGL I highly recommend you start here!

I applaud the author for making such a book easy to follow, but the digital kindle version got in the way, to make reading the book experience uncomfortable. If you have the chance to avoid kindle version, do it.

I am coming from OpenGL 2.x and wanted to learn more about OpenGL 4 and the shader paradigm. I read his free tutorials on the net, but I paid \$5 for the kindle book just because the tutorials were that good. I hope he writes more of these. The hand-drawn illustrations are intuitive and friendly. He covers some important concepts, and since it is a tutorial there is an emphasis on immediate use.

Nice book for learning the newer OpenGL 4 stuff. It's quite a bit different than the old 1.2 days, so be prepared to learn something new. Of course, if you have the luxury of waiting, you may want to start learning about its replacement, Vulkan, fyi.

I really like this book. It nearly explains every topic from simple to complex. The examples of the author are all coded in C, but it is easy to convert them in C++ code and perhaps it is easier to start with C at the beginning. After every chapter is a section with common errors and the most probable solutions. Before I read this book, I was looking for tutorials in the internet and I got confused, because it is hard to filter the results for a specific OpenGL version. This book makes a clean cut and explains how it is done in OpenGL 4 and this helped me a lot. In general the book follows the approach to explain everything as easy as possible. But I think some parts could be done even simpler, if the right libraries would be used. For example, if he used SOIL image library, the loading of images is a piece of a cake. Also the chapter with the animation loading was really interesting and very detailed, but perhaps a little bit too much.

Having read through this and SuperBible7, anyone (except the very geek) should find this far easier to follow than SB7. This is really written for the OpenGL beginner, with sufficient illustration and working sample code. By reading the first half of this tutorial, one should have no problem rendering some simple stuff. If you start from SB7, you will probably scratch your head for: what the heck is `glGenBuffer` (or `glCreateBuffer`)-where is that variable declared-text, text and text... very few illustration... and few code sample-how to piece up a full program... etc. I don't know about the red book, but from the comments... I guess they have the same problems (written by a bunch of geeks who are poor at communication). Anton's tutorial is a MUST for newbie therefore, but the topics get advanced quickly starting from the middle perhaps. The latest 4.5 API is also missing at the time I write this review. So 1 star subtracted. Otherwise, before you read the Red/Blue book, read this one first.

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