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texture maps through
fragment shaders; and
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using framebuffer objects

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but unfortunately are not used by GLUT. R. J. Renka
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Chapter 1 Pipeline Modern
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pipelines (instruction
level parallelism) in which
an instruction is executed

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as a sequence of stages,
each with dedicated
hardware, and all stages
executed concurrently.

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R J ...*

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OpenGL automatically
computes the matrices for
you. (See Appendix F if

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you're interested in the details.) In the command summaries that follow, each matrix multiplication is described in terms of what it does to the vertices of a geometric object using the fixed coordinate system

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approach, and in terms of what it does to the local coordinate system that's attached to an object.

Chapter 3 - OpenGL

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Debugging and Profiling.

Configuring OpenGL ES

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ES Rendering Context. The Current Context Is the Target for OpenGL ES Function Calls. Every Context Targets a Specific Version of OpenGL ES. An EGL Sharegroup Manages OpenGL ES Objects for the

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About OpenGL ES

They guide the programmer to partition the problem into coarse sub-problems that can be solved independently in parallel by blocks of

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threads, and each sub-problem into finer pieces that can be solved cooperatively in parallel by all threads within the block.

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information on OpenGL and the OpenGL Shading Language. This edition of the best-selling “Red Book” describes the features through OpenGL version 4.3.

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eBook by Dave Shreiner ...

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computation is defined in terms of a sequence of instructions that executes at each point in an N-dimensional index space.

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