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The Official Reference Document to OpenGL, Version 1.4. OpenGL is a powerful software interface used to produce high-quality computer-generated images and interactive graphics applications by rendering 2D and 3D geometric objects, bitmaps, and color images. Officially sanctioned by the OpenGL Architecture Review Board (ARB), The OpenGL® Reference Manual, Fourth Edition, is the comprehensive and definitive documentation of all core OpenGL functions.

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Chris Frazier; OpenGL Architecture Review Board.]; -- The OpenGL Reference Manual, Second Edition, documents all OpenGL functions, including brand new features recently approved by the OpenGL Architecture Review Board (ARB) for inclusion in OpenGL ...

OpenGL reference manual : the official reference document ...

This manual is designed to be used as the companion reference volume to the OpenGL Programming Guide by Jackie Neider, Tom Davis, and Mason Woo (Reading, MA: Addison-Wesley Publishing Company). The focus of this Reference Manual is how OpenGL works, while the Programming Guide's focus is how to use OpenGL.

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The Official Guide to Learning OpenGL, Version 1.1 . About This Guide; Chapter 1. Introduction to OpenGL; Chapter 2. State Management and Drawing Geometric Objects

OpenGL Programming Guide : Table of Contents

Use the index on the left to choose any OpenGL 4.5 reference page for viewing. These pages include all of the important usage information for each command and function. This information includes a description of all parameters, return values, error conditions, related commands and functions, and version support. There are two forms of the index which can be selected by clicking at the top of the navigation bar on the left side: a traditional flat index combining the API commands and GLSL ...

OpenGL 4 Reference Pages - Khronos Group

Documentation for the OpenGL API, version 4.6 core, is available on this wiki. These pages describe each function in the OpenGL 4.6 API. The text boxes in the upper-right corner explain when the function was introduced and some of the etymology behind that function. So if you see that a function was introduced into the OpenGL API in version 2.1, then you know it will be available in version 3.2, 4.0, or whenever.

OpenGL Reference - OpenGL Wiki - Khronos Group

Mesa 20.0 Now Defaults To The New Intel Gallium3D Driver For Faster OpenGL. After missing their original target of transitioning to Intel Gallium3D by default for Mesa 19.3 as the preferred OpenGL Linux driver on Intel graphics hardware, this milestone has now been reached for Mesa 20.0.

OpenGL - The Industry Standard for High Performance Graphics

OpenGL Reference Pages The reference pages (also known as "man pages") include all of the important usage information for each command. This information includes a description of all parameters, return values, error conditions, and related commands.

OpenGL News Archives

The OpenGL ARB is composed of industry leaders, such as 3DLabs, Compaq, Evans & Sutherland,

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Hewlett-Packard, IBM, Intel, Intergraph, Microsoft, NVIDIA, and SGI. The OpenGL® Reference Manual, Third Edition, has been completely revised and updated for OpenGL, Version 1.2, by Dave Shreiner, in collaboration with the ARB. 0201657651B04062001

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OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library.

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