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Shreiner, Dave;

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documentation of all  
OpenGL functions. This  
third edition covers  
OpenGL Version 1.2,  
including its newest  
features: 3D texture  
mapping;  
multitexturing;  
mipmapped texture  
level-of-detail control;  
new pixel storage  
formats, including  
packed and reversed  
(BGRA) formats;  
rescaling vertex  
normals; and specular  
lighting after texturing.

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Architecture Review Board (ARB), The

OpenGL(R) Reference Manual, Fourth Edition, is the comprehensive and definitive

documentation of all core OpenGL functions.

This fourth edition has been completely revised and updated

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Review Board.]; --

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interface used to

produce high-quality,  
computer-generated

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graphics applications

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core OpenGL functions.  
This fourth edition has  
been completely  
revised and updated  
for OpenGL Versions  
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## **OpenGL - Wikipedia**

The documentation  
section of OpenGL.org  
contains: Latest  
OpenGL 4 OpenGL 3.3  
OpenGL 2.1 The  
OpenGL Shading  
Language The recent  
trend in graphics  
hardware has been to

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replace fixed

functionality with

programmability in

areas that have grown

exceedingly complex

(e.g., vertex processing

and fragment

processing).

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Older API Versions. The

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Graphics Library (GL) is a software interface to graphics hardware.

This interface consists of several hundred functions that allow you, a graphics programmer, to specify the objects and operations needed to produce high-quality color images of three-dimensional objects.

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Appendix C. WGL:

OpenGL Extension for  
Microsoft Windows NT  
and Windows 95

Appendix D. Basics of  
GLUT: The OpenGL

Utility Toolkit Appendix

E. Calculating Normal  
Vectors

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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 functions, and an accordion-style index with separate sections for commands and functions. The flat index also includes per-letter section links.

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...

Open Graphics Library  
(OpenGL) is a cross-  
language, cross-  
platform application  
programming interface  
(API) for rendering 2D  
and 3D vector  
graphics. The API is  
typically used to  
interact with a graphics  
processing unit (GPU),  
to achieve hardware-  
accelerated rendering.

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