



Programming Resource

OpenGL

Win32

ODE

Unity

Apps

Linux

General



These tutorials focus mainly on OpenGL, Win32 programming and the ODE physics engine. OpenGL has moved on to great heights and I don't cover the newest features but cover all of the basic concepts you will need with working example programs.

Working with the Win32 API is a great way to get to the heart of Windows and is just as relevant today as ever before. Whereas ODE has been marginalized as hardware accelerated physics becomes more common.

Games and graphics utilities can be made quickly and easily using game engines like Unity so this and Linux development in general will be the focus of my next tutorials.



OpenGL Tutorials

The demo programs for this series of tutorials were compiled using [Visual Studio 7.0](#) and the free [Dev-C++ Compiler](#).

The tutorials listed on this page were written using the Win32 API so if you are new to this way of programming Windows applications then I recommend you begin with my [Win32 tutorials](#).

I am happy to respond to any questions regarding my programs, whether it is to report problems or if you have a suggestion, but any general programming questions should be posted to the Wiki area below. For further help you could also go to [#OpenGL](#) on Efnet IRC where you can ask your OpenGL related questions.

[OpenGL & Win32 Template](#)
[Object Orientated Template](#)
[Cameras](#)
[Timing](#)
[Lighting](#)
[Collision Detection & Response](#)
[Culling](#)
[Dialogs, Text & FPS](#)
[Templated Linked Lists](#)
[Billboards / Sprites](#)
[Splines / Bezier Curves](#)
[Binary Space Partitioning](#)
[Lightmapping](#)
[Portals](#)
[Potentially Visible Sets](#)
[3D Sound](#)
[Decals](#)
[Particles](#)
[Mpeg Video](#)
[Skybox & Lens Flare](#)
[Constructive Solid Geometry](#)
[Polygon Selection](#)
[Polygon Removal](#)
[OpenGL MDI](#)
[ODE Physics with OpenGL](#)

Ported versions of the demos to [MSVC](#), [SDL](#), [ClanLib](#) and [GLFW](#) are located on their own page [here](#).

Sitemap

[Collapse All](#) | [Expand All](#)

[Home](#)

[OpenGL](#)

[Win32](#)

[ODE](#)

[Unity](#)

[Apps](#)

[Linux](#)

[General](#)

[Email](#)

ALSPROGRAMMINGRESOURCE.COM

FORUM

All trademarks and registered trademarks are the property of their respective owners.

[GippslandWebDesign.com](#)
[RecordedTime.net](#)
[TranquilityLane.com](#)
[EscapeFromPrisonPlanet.com](#)
[Forum.EscapeFromPrisonPlanet.com](#)

Search

This Site ☒ Web ☐



design by: Gippsland Web Design

Copyright © 1998 - 2015 Alan Baylis. All rights reserved.

