



Links



OpenGL.org

Lots of OpenGL resources.



Most recent widely implemented OpenGL and GLSL specification

This is OpenGL 4.3, which is not 100% supported on the lab machines, but most of the features should be.



OpenGL 4 reference pages

A good place to look up OpenGL functions quickly.



Free OpenGL 4 book

Note: has lots of stuff you don't need for the project. Leave reading for later!



Lighthouse3d GLSL tutorial

Has much more information than necessary (we'll be doing only vertex and fragment shaders in this class, perhaps just briefly mentioning geometry shaders at some point). Nevertheless, it's up to date and has good amount of information on setting up shaders.



GLUT API description (includes a list of all functions)