GLSL Programming

An Introduction to Real-Time 3D Graphics



Table of Contents

- Introduction
- GLSL in Specific Frameworks and Platforms
 - GLSL in Unity 3.5 (Unity's ShaderLab with JavaScript)
 - GLSL in Blender 2.63 (Blender's Python API)
 - GLSL in OpenGL and GLUT (OpenGL ≥ 2.0 with C/C++)
 - [stub:] GLSL in HTML5 (WebGL with JavaScript)
 - [stub:] GLSL in the iOS SDK (OpenGL ES 2.0 with Objective-C)
 - [stub:] GLSL in the Android SDK (OpenGL ES 2.0 with Java)
 - [stub:] GLSL in the Android NDK (OpenGL ES 2.0 with C/C++)
 - [stub:] GLSL in OpenSceneGraph (OpenGL 2.0 with C++)
 - [stub:] GLSL in OGRE (OGRE's material scripts)
 - [stub:] GLSL in Panda3D (C++ API)
 - [stub:] GLSL in Torque 3D (TorqueScript)
 - [stub:] GLSL in the Irrlicht Engine (C++ API)
- General GLSL and OpenGL (ES) Topics (linked from the previous sections)
 - Overview of the OpenGL (ES) 2.0 Graphics Pipeline
 - Vertex Transformations (Modeling, Viewing, Projection, and Viewport Transformations)
 - Vector and Matrix Operations in GLSL (includes references about GLSL syntax)
 - Applying Matrix Transformations to Points, Directions, and Normals in GLSL
 - Rasterization (Interpolation of Varying Variables)
 - Per-Fragment Operations (Stencil Test, Depth Test and Blending, etc.)
 - [stub:] Anti-Aliasing Techniques
 - [stub:] Phong Reflection Model

Retrieved from "https://en.wikibooks.org/w/index.php?title=GLSL_Programming&oldid=3453205"

This page was last edited on 23 August 2018, at 03:47.

Text is available under the Creative Commons Attribution-ShareAlike License.; additional terms may apply. By using this site, you agree to the Terms of Use and Privacy Policy.