

GLSL Programming/OpenSceneGraph

OpenSceneGraph (<http://www.openscenegraph.org/projects/osg>) includes support of GLSL via the [Program](http://www.openscenegraph.org/documentation/OpenSceneGraphReferenceDocs/a00540.html) (<http://www.openscenegraph.org/documentation/OpenSceneGraphReferenceDocs/a00540.html>) class. A good introduction with a basic example is available [here](http://www.openscenegraph.org/projects/osg/wiki/Support/Tutorials/ShaderIntroduction) (<http://www.openscenegraph.org/projects/osg/wiki/Support/Tutorials/ShaderIntroduction>).

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Unless stated otherwise, all example source code on this page is granted to the public domain.

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