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OpenGL Shading Language (3rd Edition): Randi J. Rost, Bill ...

number, the language accepted is a previous version of the shading language, which will be supported depending on the version and type of context in the OpenGL API. See the OpenGL Graphics System Specification, Version 4.3, for details on what language versions are supported.

The OpenGL Shading Language 4 - Khronos Group

OpenGL 4.0 Shading Language Cookbook. With over 60 recipes, this Cookbook will teach you both the elementary and finer points of the OpenGL Shading Language, and get you familiar with the specific features of GLSL 4.0. A totally practical, hands-on guide.

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, provides examples of basic shading techniques such as diffuse shading, two-sided shading, and flat shading. It also discuses an example of a new 4.0 language feature: subroutines.

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The application code to create and use these shaders is shown in Section 7.13, after the OpenGL Shading Language API has been presented. The result of rendering some simple objects with these shaders is shown in Figure 6.6 .

6.3 Fragment Shader | OpenGL Shading Language: Simple ...

opengl shading language 4th edition OpenGL Shading Language code sample. This sample in the OpenGL Shading Language consists of two code files, or shaders.The first one is a so-called vertex shader and implements Phong shading, which is used to interpolate the surface normal between

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