



Przewodnik po Programowaniu w OpenGL: Oficjalny Poradnik do Nauki OpenGL 4.5 z Spir-V

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Opis

OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with Spir-V

Producent: Financial Times Prentice Hall

This paperback by Financial Times Prentice Hall is the ultimate guide to learning OpenGL programming. With 976 pages of illustrated content, it's perfect for beginners and experts alike. The book covers topics like SPIR-V, DSA, explicit API, computer graphics, and shader programming. It's also cross-platform, making it perfect for mobile graphics programming. The ninth edition of this monograph series comes from Addison-Wesley Professional, and it's perfect for anyone interested in computer graphics and OpenGL development.

The book is suitable for general/trade audiences, and it's published in English by Financial Times Prentice Hall. It weighs 1542 grams and has a package weight of 1.445 kilograms. With a total of 976 pages, the book covers all aspects of OpenGL programming using version 4.5 with Spir-V. It's perfect for anyone who wants to learn graphics programming or develop cross-platform graphics solutions.

The OpenGL Programming Guide is a must-have resource for anyone who is interested in computer graphics, regardless of their skill level. With detailed explanations and examples, this guide will help you unlock the full potential of OpenGL 4.5 with Spir-V. So, if you're looking for a comprehensive guide to learning OpenGL programming, look no further than the OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with Spir-V.

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