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About This Guide; Chapter 1. Introduction to OpenGL; Chapter 2. State Management and Drawing Geometric Objects; Chapter 3. Viewing; Chapter 4. Color; Chapter 5. Lighting; Chapter 6. Blending, Antialiasing, Fog, and Polygon Offset; Chapter 7. Display Lists ; Chapter 8. Drawing Pixels, Bitmaps, Fonts, and Images; Chapter 9. Texture Mapping; Chapter 10. The Framebuffer; Chapter 11.

OpenGL Programming Guide : Table of Contents
OpenGL® Programming Guide, Ninth Edition, presents definitive, comprehensive information on OpenGL 4.5, 4.4, SPIR-V, OpenGL extensions, and the OpenGL Shading Language. It will serve you for as long as you write or maintain OpenGL code.

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The OpenGL Programming Guide. Welcome to the website for the OpenGL Programming Guide (the "Red Book"). The latest release — the ninth edition — brings the most comprehensive discussion of the OpenGL API completely up to date. This edition throughly discusses the features of OpenGL version 4.5, OpenGL's latest version, including: Direct State Access (DSA) which modifies the way that OpenGL objects (e.g., textures, FBOs, etc.) modify their attributes.

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The OpenGL types are recommended for portability but unfortunately are not used by GLUT. R. J. Renka OpenGL Programming Guide, Chapter 1 Pipeline Modern processors use hardware pipelines (instruction level parallelism) in which an instruction is executed as a sequence of stages, each with dedicated hardware, and all stages executed concurrently.

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OpenGL automatically computes the matrices for you. (See Appendix F if you're interested in the details.) In the command summaries that follow, each matrix multiplication is described in terms of what it does to the vertices of a geometric object using the fixed coordinate system approach, and in terms of what it does to the local coordinate system that's attached to an object.

Chapter 3 - OpenGL Programming Guide
Originally developed by Silicon Graphics in the early '90s, OpenGL® has become the most widely-used open graphics standard in the world. NVIDIA supports OpenGL and a complete set of OpenGL extensions, designed to give you maximum performance on our GPUs. NVIDIA continues to support OpenGL as well through technical papers and our large set of examples on our NVIDIA Graphics

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Debugging and Profiling. Configuring OpenGL ES Contexts. EAGL Is the iOS Implementation of an OpenGL ES Rendering Context. The Current Context Is the Target for OpenGL ES Function Calls. Every Context Targets a Specific Version of OpenGL ES. An EAGL Sharegroup Manages OpenGL ES Objects for the Context.

About OpenGL ES
They guide the programmer to partition the problem into coarse sub-problems that can be solved independently in parallel by blocks of threads, and each sub-problem into finer pieces that can be solved cooperatively in parallel by all threads within the block.

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OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3.

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The OpenCL programming model consists of producing complicated task graphs from data-parallel execution nodes. In a given data-parallel execution, commonly known as a kernel launch, a computation is defined in terms of a sequence of instructions that executes at each point in an N-dimensional index space.

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