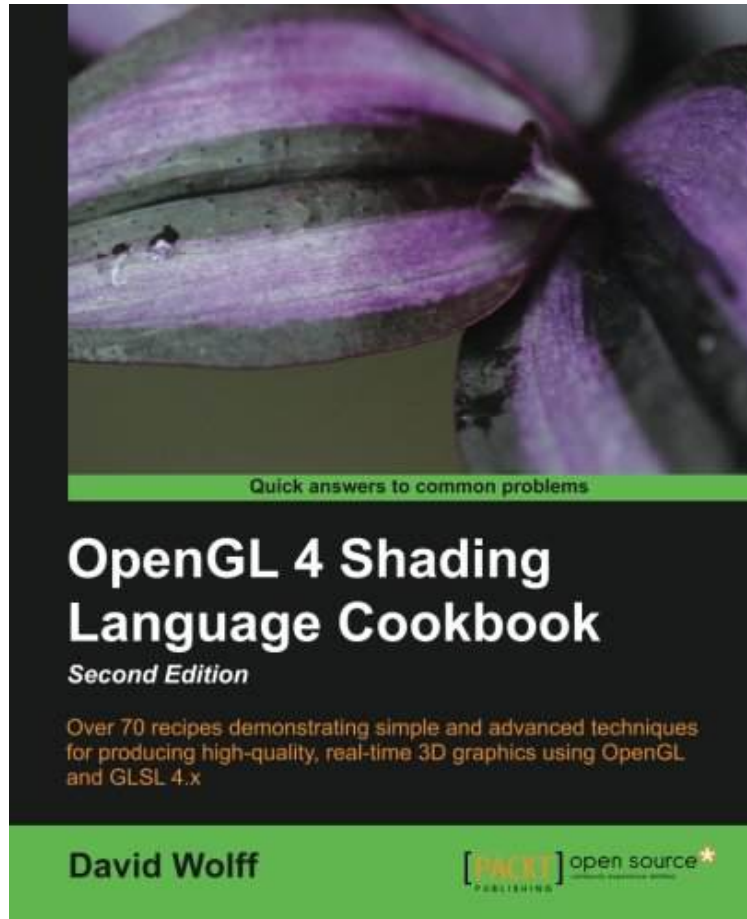


# OpenGL 4 Shading Language Cookbook - Second Edition

*By David Wolff*



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gaining a high level of capability in modern 3D programming along the way Overview Discover simple and advanced techniques for leveraging modern OpenGL and GLSL Learn how to use the newest features of GLSL including compute shaders geometry and tessellation shaders Get to grips About the Author David Wolff David Wolff is an associate professor in the Computer Science and Computer Engineering Department at Pacific Lutheran University PLU He received a PhD in Physics and an MS in Computer Science from Oregon State University

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