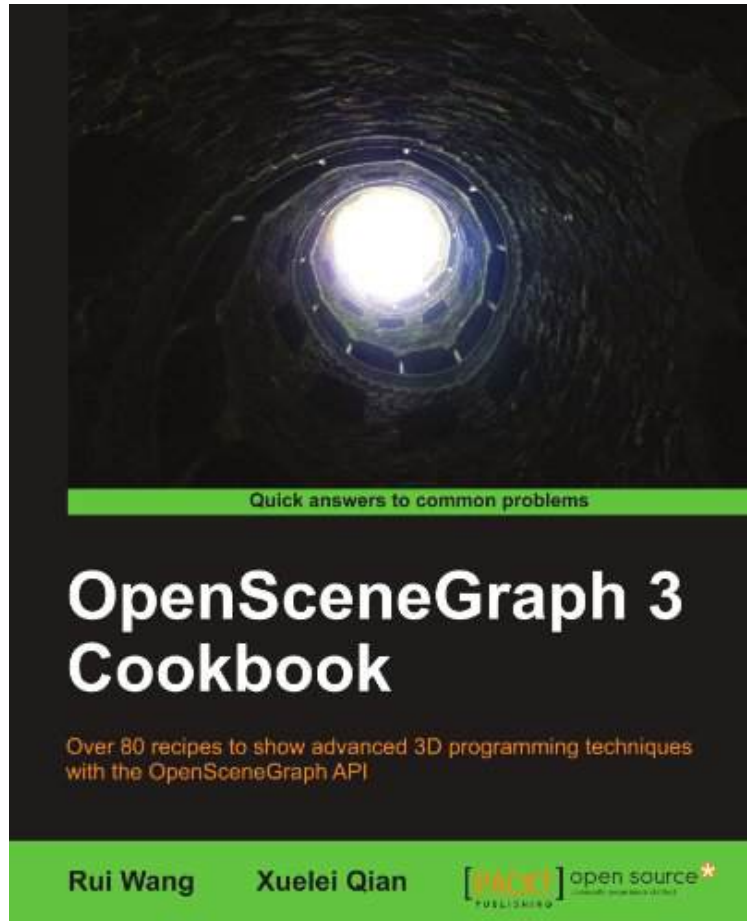


OpenSceneGraph 3 Cookbook

By Rui Wang, Xuelei Qian



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with the basic concepts of the OpenSceneGraph API and should be able to write simple programs Some OpenGL and math knowledge will help a lot too About the Author Rui Wang is a software engineer of Beijing Geo Vision Technology Co Ltd and the manager of osgChina the largest OSG discussion website in China He is one of the most active members of the official OSG community who contributes to the OSG

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