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Mesa (computer graphics) - Wikipedia

The example has a mode using OpenGL stenciling to avoid drawing the reflection not on the top of the floor. Initially, stenciling is not used so if you look (by holding down the left mouse button and moving) at the dinosaur from "below" the floor, you'll see a bogus dinosaur and appreciate how the basic technique works.

OpenGL - Examples

Computer Graphics by Seoul National University. The goal of this note is to provides an Introduction to the theory of computer graphics. Topics covered includes: Scan conversion and clipping, Windows Programming and Sampling, 2D and 3D Geometric transformation, 2D viewing, DirectX : Creating a device and rendering vertices, Modeling and 3D Viewing, Hidden surface removal Hidden surface removal ...

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Hearn, Baker & Carithers, Computer Graphics with Open GL ...

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The basic principles for the design, use, and understanding of computer-graphics systems and applications are presented in this third edition, along with OpenGL programming examples. Both software and hardware components of graphics systems are thoroughly discussed, and an integrated approach is used to relate two-dimensional and three-dimensional graphics topics.

Computer Graphics with OpenGL, 3rd Edition | InformIT

Since then co-teaching courses in computer graphics at the University of Massachusetts and co-authoring Computer Graphics using OpenGL, 3 rd Edition. Stephen Kelley recently graduated from the University of Massachusetts with a degree in Interactive Multimedia and Computer Graphics along with a minor in Information Technology.

Hill & Kelley, Computer Graphics Using OpenGL, 3rd Edition ...

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"Computer Graphics with OpenGL, 4/e" is appropriate for junior-to graduate-level courses in computer graphics. Assuming no background in computer graphics, this junior-to graduate-level course presents basic principles for the design, use, and understanding of computer graphics systems and applications.

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