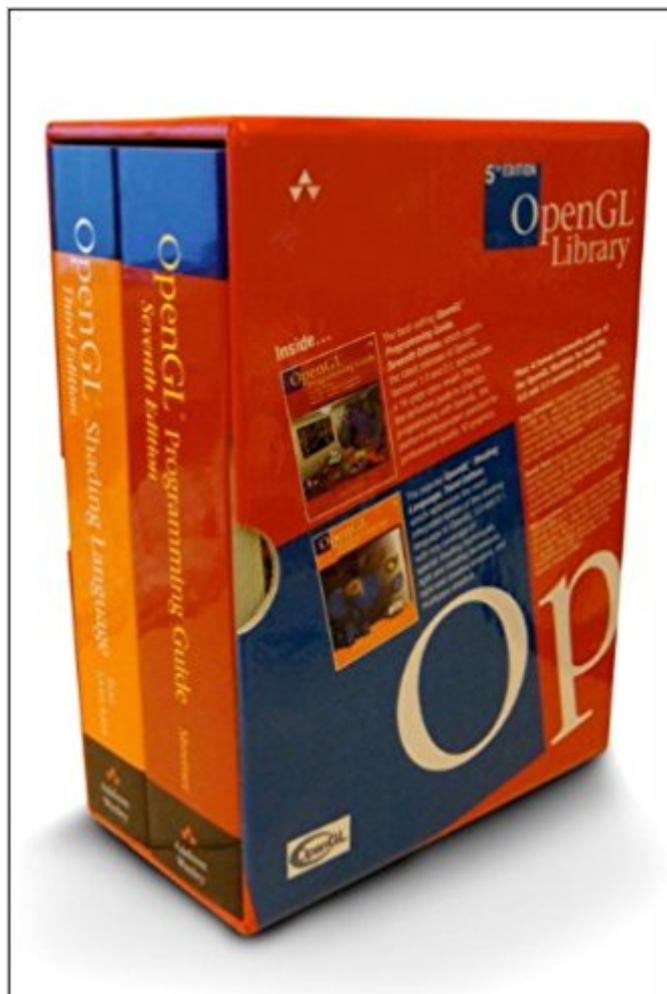The book was found

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Customer Reviews

As for the "OpenGL Shading Language - 3rd ed" that half of this set is very good and very relevant today. I would give that half of it at least 4 and very possibly 5 stars.But this set also brings along with another book which I think would be of relatively little use to most people so I knock this packaged set down to only 2 stars.I'd just get the GLSL 3rd edition alone and forget about this set, unless you are both new to OpenGL and will need to use both an old code base using old-style

OpenGL as well develop new style code.Here is my review of the other half this set copied and pasted here:I'm honestly not sure that this book will be very useful to many people at all.If you are both new to OpenGL and will have to deal with old OpenGL code, then it might just be worth it, otherwise, forget it.First, literally 85-90% of the pages in the book relate to functions that have been deprecated.Second, it doesn't make it all that clear exactly what has or hasn't been deprecated so it's rather a mess to dig through to find the relevant bits.Finally, it covers rather little beyond the very basics of GLSL, which is basically what OpenGL 3.0+ is all about.Let me put it this way:If you will have to deal with old code base but already know OpenGL pre-3.0 well then you already know how to deal with old OpenGL code base and since the new stuff is so buried and so sparse what does this get you?If you are new to OpenGL and won't have to deal with an old code base why bother with all the deprecated junk? You do not want to be starting off new code doing it the old ways.

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