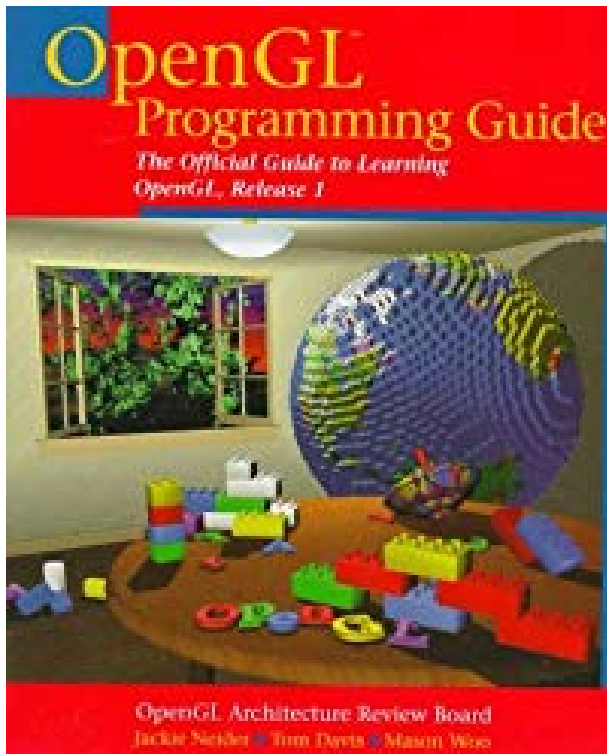


# OpenGL Programming Guide: The Official Guide to Learning OpenGL, Release 1



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OpenGL enables programmers to build geometric models, view models interactively in 3D space, control color and lighting, manipulate pixels, and perform such tasks as alpha blending, anti-aliasing, creating atmospheric effects, and texture mapping. This guide includes numerous awesome (color) example