Index

Numbers

3D Computer Graphics, 370

A

accumulation buffer, 468, 470, 490–502
  clearing, 32, 471
  depth-of-field effect, use for, 497–501
  examples of use, 490
  full range for best results, use, 781
  motion blur, use for, 497
  sample program with depth-of-field effect, 499
  sample program with full-scene antialiasing, 492
  scene antialiasing, use for, 491
AGL, 14
  aglChoosePixelFormat(), 744, 747
  aglConfigure(), 748
  aglCopyContext(), 745, 748
  aglCreateContext(), 745, 747
  aglDescribePixelFormat(), 747
  aglDescribeRenderer(), 747
  aglDestroyContext(), 745, 748
  aglDestroyPixelFormat(), 747
  aglDestroyRendererInfo(), 747
  aglDevicesOfPixelFormat(), 747
  aglDisable(), 748
  aglEnable(), 748
  aglErrorString(), 749
  aglGetCurrentContext(), 745, 748
  aglGetDrawable(), 745, 748
  aglGetError(), 749
  aglGetInteger(), 748
  aglGetVersion(), 744, 747
  aglGetVirtualScreen(), 748
  aglIsEnabled(), 748
  aglNextPixelFormat(), 747
  aglNextRendererInfo(), 747
  aglQueryRendererInfo(), 747
  aglResetLibrary(), 749
  aglSetCurrentContext(), 745, 748
  aglSetDrawable(), 745, 748
  aglSetFullScreen(), 746, 748
  aglSetInteger(), 745, 748
  aglSetOffScreen(), 746, 748
  aglSetVirtualScreen(), 748
  aglSwapBuffers(), 746, 748
  aglUpdateContext(), 746, 748
  aglUseFont(), 749
airbrushing, 629
Akeley, Kurt, 490
aliasing, *see* antialiasing
alpha, 231
  destination alpha, 260
  material properties, 213
  multisampling coverage, 259
  texture image data type, 422
alpha blending, *see* blending
alpha test, 476
  querying current values, 477
  rendering pipeline stage, 14, 683
ambient
  contribution to lighting equation, 223
  global light, 208, 222
  light, 187, 188, 196
  material properties, 189, 213
animation, 20–23, 780
antialiasing, 247–260
  accumulation buffer used for, 491–496
  characters (by masking), 613
  characters (by texturing), 624
  color-index mode, 252
  coverage values, 247
  enabling for points or lines, 249
  enabling for polygons, 260
  lines, 247, 249–255
  lines (by texturing), 624
  points, 249–255, 616
  polygons, 260
  RGBA mode, 249
  sample program in color-index mode, 252
  sample program in RGBA mode, 250
  scene, with the accumulation buffer, 491
Apple Interface to OpenGL, *see* AGL

ARB imaging subset, 346–368
architectural applications
  orthographic parallel projection, use of, 136
Architecture Review Board
  extensions, approved, 605
arcs, 524
array elements, *see* vertex arrays
aspect ratio
  perspective projection, 135
  viewport transformation, 139
atmospheric effects, *see* fog
attenuation of light, 197–198
attribute groups, 91–93
  client, 91
  list of, 688–733
  multitexturing, with, 447
  performance tips, 782
  server, 91
  stack depth, obtaining, 92
  stacks, 91
auxiliary buffers, 469, 472

B

back-facing polygons, 56
  culling, 57
  material property, specifying, 212
  two-sided lighting, 209
background, 30–32
  color, 30
  drawing a fixed, 474, 625
background processing, 765
backward compatibility
  tessellation, 522
basis functions, 535, 536
Bernstein
  basis, 535
  polynomial, 539
Bézier
  basis, 535, 536
  curve, 539
  sample program using mesh for surface, 546
  sample program which draws curve, 537
  sample program which draws surface, 544
BGR and BGRA pixel formats, 315
billboarding, 239, 477
bitmaps, 302–308
  display lists cache bitmap data, 283
  distorting, 611
  drawing, 306
  feedback mode, 593
  fonts, used for, 304, 310
  imaging pipeline operations, 323
  ordering of data in, 305
  origin of, 307
  sample program, 304
  sample program that creates a font, 311
  size of, 305
bitplanes, 170, 466
  displayable colors, number of, 172
blending, 231–244, 487
  antialiasing polygons, 260
  coverage calculations for antialiasing, 247
  destination alpha, 260
  differences among releases, 230
  enabling, 235
  enabling for antialiasing, 249
  equation, 235
  factors (source and destination), 232
  images, 616
  ordering polygons before drawing, 243
  rendering pipeline stage, 14, 683
  sample program for three-dimensional, 244
  sample program with blended polygons, 241
  texture function, 425
  three dimensions, in, 243
  uses of, 238
buffer object, 817
buffer objects
  binding, 84
  creating, 83
  deleting, 88
  initializing with data, 84
  mapping a buffer, 87
  replacing data, 87
  unmapping a buffer, 87
buffer, *see* framebuffer

C

C programming language, 8
CAD/CAM, *see* computer-aided design
camera analogy, 106–107
  environment mapping, 440
  viewport transformations, 138
capping, *see* computational solid geometry
Chapter, 47
characters
  antialiasing, 624
circles, 524
clearing buffers, 31
clearing the color buffer, 31
clearing the framebuffer, 30–32, 470–471
  affected by scissoring, dithering, and masking, 471, 684
  performance tips, 783
client-server, *see* networked operation
clip coordinates, 108, 150
  feedback mode, 593
clip planes
  user defined, 150
clipping, 138
  interference regions found using clipping planes, 620
  overview, 105
  primitives in rendering pipeline, 12
  viewing volume, 134
clipping planes
  additional clipping planes, 108, 149–152
  depth-buffer resolution, effect on, 780
  far, 134–137, 142
  near, 134–137, 142
  querying number of additional, 150
  sample program with additional clipping planes, 151
color
  alpha values, 231
  background, 30
  cube showing blended RGB values, 169
  current raster color, 308
  human perception, 167
  RGBA values for, 33, 168
  specifying, 33
  specifying for tessellation, 512
  specifying in color-index mode, 178
  specifying in RGBA mode, 177
color buffer, 168, 170, 467, 468, 469
  clearing, 32
  masking, 473
color map, 168, 173
  loading for antialiasing, 252
  loading for smooth shading, 181
  loading, using GLUT, 763
  size of, 174
color matrix, 361–362
  example, 361
  post transform scale and bias, 362
  sample program, 362
color sum mode, 455
color tables, 348–350
  proxies, 353
  replacing part of, 352
  sample program, 350
  specifying, 348
color-index mode, 173–175
  changing between RGBA mode and, 176
  choosing between RGBA mode and, 175
  coverage calculations for antialiasing, 247
  dithering, 488
  layering with writemasks, 474
  lighting, 226–228
  lighting calculations in, 227
  texturing limitations, 375, 383
  vertex arrays, specifying values with, 69
combiner functions, 449–454
command syntax, 7–9
compositing images, 239
compositing transformations, 152–159
computational solid geometry
  capping, 483
  difference of several contours, 517
  interference regions, 619
  intersection of two contours, 517
  union of several contours, 517
Computer Graphics: Principles and Practice, xxxviii
Computer Graphics: Principles and Practice, 167, 171, 773

computer-aided design
  orthographic parallel projection, use of, 136
concave polygons
  GLU tessellation, 506
  stencil buffer, drawing with the, 618
cones, 524, 764
  improving rendering of, 627
constant attenuation, 198
contours, 435
control points, 534, 538, 542, 551
convex polygons, 39
convolutions, 353–361
  1d filters, 359
  2d filters, 353
  border modes, 360
  post convolution scale and bias, 361
  sample program, 355
  separable filters, 357
Conway, John, 627
coordinate systems
  grand, fixed, 119, 128, 153
  local, 119, 128, 153, 157
  simple 2D, 36
coordinates
  see clip coordinates, depth coordinates, eye coordinates, homogeneous coordinates, normalized device coordinates, object coordinates, q texture coordinates, texture coordinates, w coordinates, or window coordinates
coverage, pixel, 247
Coxeter, H. S. M., 773
cross product, 131, 769
CSG, *see* computational solid geometry
cube maps, 441
culling, 56–57
  enabling, 57
  rendering pipeline stage, 12, 682
  selection mode, 574
curves and curved surfaces, 41
  see also evaluators or NURBS
Curves and Surfaces for Computer-Aided Geometric Design, 535
cylinders, 524

D

data types
  RGBA color conversion, 177
  special OpenGL, 8
  texture data, 382
  warning about data type conversions, 782
decals, 477, 617
  polygon offset used for, 274
  texture function, 424
depth buffer, 186, 468, 469
  see also hidden-surface removal
  background, using masking for a common, 474
  blending, use for three-dimensional, 243
  clearing, 32, 186, 471
  decals, for, 617
  Dirichlet domains, for, 626
  drawing static backgrounds, 625
  masking, 473
  near frustum plane effect on resolution, 780
  pixel data, 321, 332
depth coordinates, 109, 141
  perspective division, 141
  picking use, 585
  polygon offset, 274–276
  rendering pipeline stage for depth-range operations, 12, 682
  sample program with picking, 585
  selection hit records, 574
depth test, 483
  see also depth buffer
  rendering pipeline stage, 14, 683
depth-cuing, *see* fog
depth-of-field effect, 497–501
  sample program, 499
destination factor, *see* blending
determing object coordinates from window coordinates, 160, 163

diffuse
  contribution to lighting equation, 223
  light, 188, 196
  material properties, 189, 213
directional light source, 197
Dirichlet domains, 626
disks, 524
display lists, 29, 279
  changing mode settings, 299
  compiling, 287
  creating, 285
  deleting, 292
  disadvantages, 284, 290
  error handling, 286, 780
  executing, 285, 289
  executing multiple, 292
  font creation, 293, 309
  hierarchical, 290
  immediate mode, mixing with, 289
  indices for, obtaining, 286
  naming, 286
  nesting, 290
  nesting limit, querying, 290
  networked operation, 289
  performance tips, 782
  querying use of an index, 291
  rendering pipeline stage, 11
  sample program creating a font, 294
  sample program for creating, 279, 285
  sharing among rendering contexts, 739, 754
  state variables saved and restored, 298
  tessellation, use with, 521
  uses for, 283, 299
  vertex-array data, 289
  what can be stored in, 288
distorted images, 611
  texture images, 428
dithering, 172–173, 488, 781
  and clearing, 471
  rendering pipeline stage, 14, 683
dot product
  lighting calculations, use in, 223
  texture combiner function, 451
double-buffering, 22–23
  automatic glFlush(), 35
  changing between single-buffering and, 176
  object selection using the back buffer, 610
  querying its presence, 469
drawing
  clearing the window, 30
  forcing completion of, 34
  icosahedron, 96
  points, 43
  polygons, 43, 56
  preparing for, 30
  rectangles, 40
  spheres, cylinders, and disks, 523–532
drawing pixel data, *see* pixel data
Duff, Tom, 239

E

edge flags, 62–63
  tessellated polygons generate, 510
  vertex arrays, specifying values with, 69
emission, 188, 214, 221
enabling
  alpha test, 476
  antialiasing of points or lines, 249
  antialiasing polygons, 260
  blending, 235
  color material properties mode, 217
  color sum mode, 455
  culling, 57
  depth test, 484
  dithering, 173, 488
  evaluators, 539, 543
  fog, 261
  lighting, 211
  line stippling, 52
  logical operations, 489
  multisampling, 256
  normal vectors for evaluated surfaces, automatic generation of, 543, 551
  polygon offset, 274
  polygon stippling, 58
  rescaling normals, 65, 192
  stencil test, 478
  texture coordinate generation, 438
  texturing, 376, 379
  unit length normal vectors ensured, 65, 192

endianness, 327
environment mapping, 439, 441
errata, xl
error handling, 601–603
  error string description, 603
  recommended usage, 780
evaluators, 536–550
  basis functions, 535, 539
  evenly spaced values, 541, 545
  one-dimensional, 536
  rendering pipeline stage, 11
  sample program using mesh for 2D Bézier surface, 546
  sample program which draws 1D Bézier curve, 537
  sample program which draws 2D Bézier surface, 544
  sample program which generates texture coordinates, 548
  tessellation usage, 783
  texture coordinates, generating, 548
  two-dimensional, 544
event management, using GLUT, 19
extensions
  Architecture Review Board approved, 605
  Microsoft Windows and wglGetProcAddress(), 607
  vendor-specific, 605
eye coordinates, 108, 150
  texture coordinate generation, 434, 439

F

fade effect, 608
Farin, Gerald E., 535
feedback, 591–598
  array contents, 597
  pass-through markers, 594
  querying current rendering mode, 572
  returned data, 593
  sample program, 595
  steps to perform, 592
  tessellation, obtaining vertex data after, 521
Feiner, Steven K., xxxviii, 773
field of view, 112
  calculate, using trigonometry to, 143
filtering, 411–413
  mipmapped textures, 401–411, 413
  texture border colors, 429
flat shading, 179
flight simulation
  fog, use of, 261
flushing, 34, 780
fog, 261–271
  blending factors, 264
  color-index mode, 266
  density, 265
  enabling, 261
  equations, 264
  fog coordinates, 268
  hints, 261
  RGBA mode, 265
  sample program in color-index mode, 266
  sample program in RGBA mode, 262
  sample program with fog coordinates, 269
Foley, James D., xxxviii, 167, 171, 773
fonts, 309–312
  antialiased characters (by masking), 613
  antialiased characters (by texturing), 624
  bitmapped, 310
  creating with display lists, 293
  drawing, 308
  drawing as bitmaps, 304
  multi-byte, 310
  same program, 311
  sample program using multiple display lists, 294
  X fonts, using, 740
Foran, Jim, 458
foreshortening, perspective, 133
fragments, 466
  alpha test, 476
  blending, 231
  depth test, 483
  rendering pipeline operations, 13, 683
  scissor test, 476
  tests, 475–489
  texture functions, 423

framebuffer, 170, 467
capacity per pixel, 468
clearing, 470–471
copying pixel data within, 313, 321, 322
enabling for reading, 472
enabling for writing, 472
minimum configuration with the X Window System, 468
querying color resolution, 170
reading pixel data from, 313, 315
writing pixel data to, 313, 319
front-facing polygons, 56
specifying material property for, 212
two-sided lighting, 209
frustum, 133
ftp (file-transfer protocol) site
GLX specification, 738
Fundamentals of Computer Aided Geometric Design, 535

G

Game of Life, 627
gamma correction, 171
Gardner, Martin, 627
geometric primitives, 37–48, 680–682
performance when specifying, 783
rendering pipeline stage, 12
geosciences
use of texturing in applications, 434
giraffe, 174
GL_VERTEX_PROGRAM_POINT_SIZE, 673
GL_VERTEX_PROGRAM_TWO_SIDE, 674
glActiveTexture(), 445
glAreTexturesResident(), 419
glArrayElement(), 72
legal between glBegin() and glEnd(), 47
Glassner, Andrew S., xxxix
glAttachShader(), 640
glBegin(), 42, 43, 510
restrictions, 46
glBeginQuery(), 486
glBindAttribLocation(), 671
glBindBuffer(), 84
glBindTexture(), 379, 416
multitexturing, 445
glBitmap(), 303, 740
feedback mode, 593
fonts, used for, 310
imaging pipeline operations, 323
pixel-storage modes effect, 326
glBlendColor*(), 235
glBlendEquation(), 235
glBlendEquationSeparate(), 235
glBlendFunc(), 233
glBlendFuncSeparate(), 233
glBufferData(), 84
glBufferSubData(), 87
glCallList(), 282, 285, 290
legal between glBegin() and glEnd(), 47
glCallLists(), 292
fonts, use for, 309
legal between glBegin() and glEnd(), 47
sample program, 311
glClear(), 31, 471, 684
depth buffer, clearing the, 186
glClearAccum(), 32, 471
glClearColor(), 31, 471
glClearDepth(), 31, 471
glClearIndex(), 32, 179, 471
fog, use with, 266
glClearStencil(), 32, 471
glClientActiveTexture(), 448
glClipPlane(), 150
glColor*(), 33, 177
legal between glBegin() and glEnd(), 46
glColorMask(), 471, 473
glColorMaterial(), 217
performance tips, 782
glColorPointer(), 69
glColorSubTable(), 352
glColorTable(), 348
glColorTableParameter(), 350
glCompileShader(), 639
glCompressedTexImage1D(), 398

glCompressedTexImage2D(), 398
glCompressedTexImage3D(), 398
glCompressedTexSubImage1D(), 399
glCompressedTexSubImage2D(), 399
glCompressedTexSubImage3D(), 399
glConvolutionFilter1D(), 359
glConvolutionFilter2D(), 354
glConvolutionParameter*(), 360
glCopyColorSubTable(), 352
glCopyColorTable(), 351
glCopyConvolutionFilter1D(), 359
glCopyConvolutionFilter2D(), 357
glCopyPixels(), 313, 321
  alternative uses, 628
  dithering, turn off, 781
  feedback mode, 593
  glReadBuffer() effect, 473
  imaging pipeline operations, 322
  pixel-transfer modes effect, 330
glCopyTexImage1D(), 391
  glReadBuffer() effect, 473
  pixel-transfer modes effect, 330
glCopyTexImage2D(), 384
  glReadBuffer() effect, 473
  pixel-transfer modes effect, 330
glCopyTexSubImage1D(), 392
  glReadBuffer() effect, 473
  pixel-transfer modes effect, 330
glCopyTexSubImage2D(), 389
  glReadBuffer() effect, 473
  pixel-transfer modes effect, 330
glCopyTexSubImage3D(), 395
  pixel-transfer modes effect, 330
glCreateProgram(), 640
glCreateShader(), 638
glCullFace(), 57
glDeleteBuffers(), 88
glDeleteLists(), 292, 310
glDeleteProgram(), 643
glDeleteQueries(), 487
glDeleteShader(), 643
glDeleteTextures(), 418
glDepthFunc(), 484
glDepthMask(), 473
  blending opaque and translucent objects, 244
glDepthRange(), 141
  gluUnProject(), relationship to, 160
  glWindowPos*() effect, 306
glDetachShader(), 640
glDisable(), 10, 49
glDisableClientState(), 68
glDisableVertexAttribArray(), 673
glDrawArrays(), 77
glDrawBuffer(), 320, 321, 472
glDrawBuffers(), 472
glDrawElements(), 73
glDrawPixels(), 313, 319, 480, 625
  alternative uses, 628
  feedback mode, 593
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
glDrawRangeElements(), 76
  version, 29
glEdgeFlag*(), 63
  legal between glBegin() and glEnd(), 47
glEdgeFlagPointer(), 69
glEnable(), 10, 49, 193
  see also enabling
glEnableClientState(), 47, 67
glEnableVertexAttribArray(), 673
glEnd(), 42, 43, 510
  restrictions, 46
glEndList(), 281, 285, 287
glEndQuery(), 486
glEvalCoord*(), 541
  legal between glBegin() and glEnd(), 47
  used instead of glVertex*(), 536, 539
glEvalMesh1(), 542
glEvalPoint*()
  legal between glBegin() and glEnd(), 47
glFeedbackBuffer(), 592
  glRenderMode(), use with, 572
glFinish(), 35

glFlush(), 35, 740, 780
glFog*(), 265
glFogCoord*(), 269
glFogCoordPointer(), 69
glFrontFace(), 57
glFrustum(), 113, 134, 684
glGenBuffers(), 83
glGenLists(), 281, 286
  fonts, use for, 309
glGenQueries(), 485
glGenTextures(), 379, 415
glGetAttachedShaders(), 686
glGetAttribLocation(), 671
glGetBooleanv(), 10, 49, 688
  double-buffering support, querying, 469
  stereo support, querying, 469
glGetBufferParameteriv(), 686
glGetBufferPointerv(), 686
glGetBufferSubData(), 686
glGetClipPlane(), 686
glGetColorTable(), 686
  pixel-storage modes effect, 326
glGetColorTableParameter*(), 686
glGetCompressedTexImage(), 686
glGetConvolutionFilter(), 686
  pixel-storage modes effect, 326
glGetConvolutionParameter*(), 686
glGetDoublev(), 10, 49, 688
glGetError(), 10, 602, 686
glGetFloatv(), 10, 49, 688
  line width attributes, obtaining, 51
glGetHistogram(), 364, 686
  pixel-storage modes effect, 326
glGetHistogramParameter*(), 686
glGetIntegerv(), 10, 49, 688
  alpha test information, obtaining, 477
  attribute stack depth, obtaining, 92
  clipping planes, obtaining number of additional, 150
  color resolution, obtaining, 170
  display list nesting limit, obtaining, 290
  matrix stack depth, obtaining, 148
  maximum texture size, obtaining, 385
  name stack depth, obtaining, 573
  pixel map information, obtaining, 333
  rendering mode, obtaining current, 572
  stencil-related values, obtaining, 479
  vertex array range values, obtaining, 76
glGetLight*(), 10, 687
glGetMap*(), 687
glGetMaterial*(), 687
glGetMinmax(), 367, 687
  pixel-storage modes effect, 326
glGetMinmaxParameter*(), 687
glGetPixelMap(), 687
glGetPointerv(), 10, 49, 688
glGetPolygonStipple(), 10, 687
glGetProgramInfoLog(), 641
glGetProgramiv(), 687
glGetProgramLogInfo(), 687
glGetQueryiv(), 687
glGetQueryObject*(), 486
glGetQueryObjectiv(), 687
glGetQueryObjectuiv(), 687
glGetSeparableFilter(), 687
  pixel-storage modes effect, 326
glGetShaderInfoLog(), 639, 687
glGetShaderiv(), 687
glGetShaderSource(), 687
glGetString, 606
glGetString(), 603, 687
glGetTexEnv*(), 687
glGetTexGen*(), 687
glGetTexImage(), 687
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
glGetTexLevelParameter*(), 386, 687
glGetTexParameter*(), 687
  texture residency, obtaining, 419
glGetUniform*(), 688
glGetUniformLocation(), 653
glGetVertexAttrib*(), 688
glGetVertexAttribPointerv(), 688

glHint()
  fog use, 261
  texture use, 380
glHistogram(), 363
glIndex*()
  fog, use with, 266
  legal between glBegin() and glEnd(), 46
glIndexMask(), 471, 473
glIndexPointer(), 69
glInitNames(), 571, 572, 573
glInterleavedArrays(), 79
glIsBuffer(), 83, 688
glIsEnabled(), 10, 49, 688
glIsList(), 291, 688
glIsProgram(), 644, 688
glIsQuery(), 485, 688
glIsShader(), 644, 688
glIsTexture(), 415, 688
glLight*(), 193, 194, 195, 200
glLightModel*(), 208
glLineStipple(), 52
glLineWidth(), 51
glLinkProgram(), 641
glListBase(), 292
  fonts, use for, 309
  sample program, 311
glLoadIdentity(), 113, 115, 125, 684
  performance tips, 782
  viewing transformations, use before, 111
glLoadMatrix*(), 114, 115, 684
glLoadName(), 572, 574
glLoadTransposeMatrix*(), 114, 116
glLogicOp(), 236
glMap*(), 538
glMap1*(), 540
glMapBuffer(), 87
glMapGrid1*(), 541
glMapGrid2*(), 545
glMaterial*(), 194, 212
  legal between glBegin() and glEnd(), 46
  performance tips, 782
glMatrixMode(), 113, 115
  use with matrix stacks, 146
glMinmax(), 366
glMultiDrawArrays(), 78
  version, 29
glMultiDrawElements(), 75
  version, 29
glMultiTexCoord*(), 447
glMultMatrix*(), 114, 115, 684
  performance tips, 782
glMultTransposeMatrix*(), 114, 116
glNewList(), 281, 285, 287
glNormal*()
  legal between glBegin() and glEnd(), 46
glNormal3*(), 64
glNormalPointer(), 69
glOrtho(), 137, 684
  picking matrix use, 579
glPassThrough(), 592, 594
glPixelMap*(), 333
glPixelStore*(), 326, 395
  cannot be stored in display lists, 289
  polygon stippling, 58
  texture image data, effect on, 382, 384, 387, 389, 391, 394, 398, 399
glPixelTransfer*(), 330, 625
  texture image data, effect on, 382, 384, 387, 389, 391, 394, 398, 399
glPixelZoom(), 334, 611
glPointParameter*(), 272
glPointSize(), 50, 673
glPolygonMode(), 56
  antialiasing, effect on, 260
  polygon offset, use with, 274
glPolygonOffset(), 274
glPolygonStipple(), 58
  pixel-storage modes effect, 326
glPopAttrib(), 10, 92, 298, 447, 689
glPopClientAttrib(), 10, 93, 447, 689
glPopMatrix(), 146, 157, 203, 298
  restore orientation of coordinate systems, 159
  selection, use with, 571

glPopName(), 572, 573
glPrioritizeTextures(), 420
glPushAttrib(), 10, 92, 298, 447, 689
glPushClientAttrib(), 10, 93, 447, 689
glPushMatrix(), 146, 157, 203, 298
  save orientation of coordinate systems, 159
  selection, use with, 571
glPushName(), 571, 572, 573
glRasterPos*(), 303, 305
  images, for positioning, 313
  multitexturing, with, 447
  selection hit, 574
glReadBuffer(), 320, 321, 473
glReadPixels(), 313
  glReadBuffer() effect, 473
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
glRect*(), 40
glRenderMode(), 571, 572, 574, 592
glResetHistogram(), 366
glResetMinmax(), 368
glRotate*(), 122, 153, 156, 684
  performance tips, 782
glSampleCoverage(), 259
glScale*(), 111, 122, 156, 684
  performance tips, 782
glScissor(), 476
glSecondaryColor*(), 455
glSecondaryColorPointer(), 69
glSelectBuffer(), 571, 572
  display lists, cannot be stored in, 289
glSeparableFilter2D(), 358
glShadeModel(), 179
glShaderSource(), 639
glStencilFunc(), 478
glStencilFuncSeparate(), 478
glStencilMask(), 473
glStencilMaskSeparate(), 473
glStencilOp(), 478
glStencilOpSeparate(), 478
glTexCoord*(), 379, 426
  legal between glBegin() and glEnd(), 47
  texture unit 0, for, 447
glTexCoordPointer(), 69
glTexEnv*(), 379, 421, 449
  level of detail bias, 405
  multitexturing, 445
glTexGen*(), 434
  cube maps, 443
  environment mapping, 440
  multitexturing, 445, 448
glTexImage1D(), 390
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
glTexImage2D(), 379, 380
  cube map textures, 441
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
  specifying mipmaps, 402
glTexImage3D(), 393
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
glTexParameter*(), 379, 432
  automatic mipmap regeneration, 411
  mipmap level of detail, controlling, 408
  mipmap levels, controlling base and maximum, 407
  multitexturing, 445
  specifying filtering methods, 412
glTexSubImage1D(), 391
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
glTexSubImage2D(), 387
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
glTexSubImage3D(), 394
  pixel-storage modes effect, 326
  pixel-transfer modes effect, 330
glTranslate*(), 121, 153, 156, 684
  performance tips, 782
GLU, 3, 14, 506
  drawing spheres, cylinders, and disks, 523–532
  error string description, 603

GLU *(continued)*
obsolete routines
gluBeginPolygon(), 522
gluEndPolygon(), 522
gluNextContour(), 522
quadrics, 523–532
tessellation, 39, 506–523
version numbers, obtaining, 604
gluBeginCurve(), 551, 561
gluBeginSurface(), 551, 559
gluBeginTrim(), 565
gluBuild1DMipmapLevels(), 410
gluBuild1DMipmaps(), 410
gluBuild2DMipmapLevels(), 410
gluBuild2DMipmaps(), 410
gluBuild3DMipmapLevels(), 410
gluBuild3DMipmaps(), 410
gluCheckExtension(), 606
gluCylinder(), 524, 527
gluDeleteNurbsRenderer(), 555
gluDeleteQuadric(), 524, 525
gluDeleteTess(), 521, 522
gluDisk(), 524, 528
gluEndCurve(), 551, 561
gluEndSurface(), 551, 559
gluEndTrim(), 565
gluErrorString(), 525, 559, 603
polygon tessellation, 510
gluGetNurbsProperty(), 558, 688
gluGetString, 606
gluGetString(), 605, 688
gluGetTessProperty(), 517, 688
gluLoadSamplingMatrices(), 558
gluLookAt(), 109, 111, 129, 153
gluNewNurbsRenderer(), 551, 555
gluNewQuadric(), 524, 525
gluNewTess(), 508, 522
glUniform*(), 654
glUniformMatrix*(), 654
glUnmapBuffer(), 87
gluNurbsCallback(), 551, 559, 562
gluNurbsCallbackData(), 563
gluNurbsCurve(), 551, 561
gluNurbsProperty(), 551
returning tessellated data, 561
gluNurbsSurface(), 551, 560
gluOrtho2D(), 138, 781
resized windows, use with, 36
gluPartialDisk(), 524, 528
gluPerspective(), 113, 136, 153
picking matrix use, 579
gluPickMatrix(), 579
gluProject(), 163
gluPwlCurve(), 565
gluQuadricCallback(), 524, 525
gluQuadricDrawStyle(), 524, 525
gluQuadricNormals(), 524, 526
gluQuadricOrientation(), 524, 526
gluQuadricTexture(), 524, 526
gluScaleImage(), 383
glUseProgram(), 641
gluSphere(), 524, 527
GLUT, 15, 759–765
basic functions, 16–20
event management, 19
glutCreateWindow(), 17, 761
glutDisplayFunc(), 17, 761
glutIdleFunc(), 20, 765
glutInit(), 17, 760
glutInitDisplayMode(), 17, 760
glutInitWindowPosition(), 17, 761
glutInitWindowSize(), 17, 761
glutKeyboardFunc(), 19, 762
glutMainLoop(), 18, 765
glutMotionFunc(), 19, 762
glutMouseFunc(), 19, 762
glutPostRedisplay(), 18, 282, 763
glutReshapeFunc(), 19, 762
simple example, 36
glutSetColor(), 17, 179, 227, 763
smooth shading, use for, 181
glutSolidCone(), 764

glutSolidCube(), 20, 764
glutSolidDodecahedron(), 764
glutSolidIcosahedron(), 764
glutSolidOctahedron(), 764
glutSolidSphere(), 20, 763
glutSolidTeapot(), 764
glutSolidTetrahedron(), 764
glutSolidTorus(), 764
glutSwapBuffers(), 23
glutWireCone(), 764
glutWireCube(), 20, 764
glutWireDodecahedron(), 764
glutWireIcosahedron(), 764
glutWireOctahedron(), 764
glutWireSphere(), 20, 153, 763
glutWireTeapot(), 764
glutWireTetrahedron(), 764
glutWireTorus(), 764
multisampling, 256
window management, 17, 36

gluTessBeginContour(), 519

gluTessBeginPolygon(), 518

gluTessCallback(), 519, 522

gluTessEndContour(), 519

gluTessEndPolygon(), 518

gluTessNormal(), 517, 518, 521

gluTessProperty(), 514, 519

gluTessVertex(), 519, 522

gluUnProject(), 160, 163

gluUnProject4(), 163

glValidateProgram(), 644

glVertex*(), 41
legal between glBegin() and glEnd(), 46
using glEvalCoord*() instead, 536

glVertexAttrib*(), 671

glVertexAttrib4N*(), 671

glVertexAttribPointer(), 672

glVertexPointer(), 47, 69

glViewport(), 114, 139
using with resized windows, 36

glWindowPos*(), 306
multitexturing, with, 447
selection hit, 574

GLX, 14, 738
ftp site for GLX specification, 738
glXChooseFBConfig(), 738, 741
glXChooseVisual(), 738, 743, 784
glXCopyContext(), 739, 742
glXCreateContext(), 740, 743
glXCreateGLXPixmap(), 738, 743
glXCreateNewContext(), 739, 742
glXCreatePbuffer(), 738, 742
glXCreatePixmap(), 738, 742
glXCreateWindow(), 738, 742
glXDestroyContext(), 739, 742
glXDestroyGLXPixmap(), 741, 743
glXDestroyPbuffer(), 741, 743
glXDestroyPixmap(), 741, 743
glXDestroyWindow(), 741, 743
glXGetClientString(), 738, 741
glXGetConfig(), 468, 738, 743
glXGetCurrentContext(), 739, 742
glXGetCurrentDisplay(), 739, 742
glXGetCurrentDrawable(), 739, 742
glXGetCurrentReadDrawable(), 739, 740, 742
glXGetFBConfigAttrib(), 738, 741
glXGetFBConfigs(), 741
glXGetProcAddress(), 739, 742
glXGetSelectedEvent(), 740, 742
glXGetVisualFromFBConfig(), 738, 741
glXIsDirect(), 739, 742
glXMakeContextCurrent(), 739, 742
glXMakeCurrent(), 740, 743
glXQueryContext(), 739, 742
glXQueryExtension(), 738, 741
glXQueryExtensionsString(), 738, 741
glXQueryServerString(), 738, 741
glXQueryVersion(), 738, 741
glXSelectEvent(), 740, 742
glXSwapBuffers(), 23, 740, 743
glXUseXFont(), 740, 743
glXWaitGL(), 740, 743
performance tips, 784
glXWaitX(), 740, 743
performance tips, 784

glXQueryExtensionString(), 605

Gouraud shading, *see* smooth shading

H

Haeberli, Paul, 458, 490
haze, *see* fog
header file, 15
hidden-line removal, 622
  polygon offset used for, 274
hidden-surface removal, 185–187, 483
hierarchical models, 145, 290
  picking, 583–585
highlights, *see* specular
hints, 248
  fog, 261
  perspective correction, 248, 379, 380
histogram, 363–366
  reseting, 364, 366
  retrieving, 364
  sample program, 364
hits (selection), *see* selection (hit records)
holes in polygons, 39, 619
homogeneous coordinates, 38, 774
Hoschek, Josef, 535
Hughes, John F., xxxviii, 773

I

IBM OS/2 Presentation Manager to OpenGL Interface, *see* PGL
icosahedron, drawing, 96
identity matrix, 111, 115, 125, 782
illumination, *see* lighting
images, 302, 312–321
  see also pixel data
  blending, 616
  compositing, 232
  distorted, 611
  imaging pipeline, 321–337
  interpolating between, 616
  magnifying or reducing, 334
  nonrectangular, 239
  projecting, 624
  sample code which draws an image, 320
  sample program which draws, copies, and zooms an image, 335
  scaling and rotating, 624
  sources of, 312
  superimposing, 617
  transposing, 629
  warping, 624
imaging pipeline, *see* images (imaging pipeline)
imaging subset, 346–368
  extension string, 606
  texture images, effect on, 383, 390
immediate mode, 29, 278
  display lists, mixing with, 289
infinite light source, 197
input events
  handling, using GLUT, 19
intensity
  texture image data type, 422
Interactive Inspection of Solids: Cross-sections and Interferences, 619
interference regions, 619
interleaved arrays, 78
interpolating
  color values and texture coordinates, 248, 425
  texture combiner function, 453
invariance
  of an OpenGL implementation, 780, 785

J

jaggies, 247
jittering, 491, 502
  accFrustum() routine, 492
  accPerspective() routine, 492
  sample code to jitter projection transformations, 492
  sample program with orthographic projection, 496

K

Kilgard, Mark, xxxix, 15, 738, 759
Korobkin, Carl, 458

L

Lasser, Dieter, 535

layers, drawing, 612

Life, Game of, 627

light sources, 194–207
- ambient light, 188, 196
- contribution to lighting equation, 222
- diffuse light, 188, 196
- directional, 197
- display lists cache values, 283
- infinite light source, 197
- local light source, 197
- maximum number of sources, 193
- moving along with the viewpoint, 205
- moving light sources, 201–206
- multiple light sources, 200
- performance tips, 193
- positional, 197
- rendering pipeline stage, 12, 681
- RGBA values, 189
- sample program that moves the light source, 204
- specifying a light source, 193
- specular light, 188
- spotlights, 199–200
- stationary, 202

lighting
- *see also* light sources, material properties
- ambient light, 187
- approximation of the real world, 187
- attenuation, 197–198
- calculations in color-index mode, 227
- color-index mode, 226–228
- default values, using, 194
- display lists cache values, 283
- enabling, 193, 194
- enabling and disabling, 211
- equation that calculates lighting, 221
- global ambient light, 208, 222
- lighting model, 207–210
- lighting model, specifying a, 193
- rendering pipeline stage, 12, 681
- sample program introducing lighting, 190
- specular color separated, 210, 225, 455
- steps to perform, 190
- two-sided materials, 209
- viewer, local or infinite, 209

line segment, 38

linear attenuation, 198

lines, 38
- antialiasing, 249–255, 624
- connected closed loop, specifying, 43, 45
- connected strip, specifying, 43, 45
- feedback mode, 593
- querying line width, 51
- sample program with wide, stippled lines, 54
- specifying, 43, 45
- stippling, 52
- tessellated polygons decomposed into, 510
- width, 51

local light source, 197

logical operations
- rendering pipeline stage, 14, 683
- transposing images, using for, 629

lookup table, *see* color map

luminance, 315, 341
- pixel data formats for, 317, 325
- texture image data type, 422

M

magnifying images, 334

masking, 473
- antialiasing characters, 615
- layers, drawing, 612
- rendering pipeline stage, 14, 683

material properties, 194, 211–220
- ambient, 189, 213
- changing a single parameter with glColorMaterial(), 217
- changing material properties, 215
- diffuse, 189, 213
- display lists cache values, 283
- emission, 188, 214, 221
- enabling color material properties mode, 217
- performance when changing, 782
- rendering pipeline stage, 12, 681
- RGBA values, 190

material properties *(continued)*
sample program which changes material properties, 215
sample program which uses glColorMaterial(), 218
shininess, 214
specular, 189, 214
two-sided lighting, 209

matrix
see also matrix stack
choosing which matrix is current, 115
column-major ordering, 116
current, 111
danger of extensive changes, 780
display lists cache matrix operations, 283
identity, 111, 115, 125, 782
loading, 115
loading transposed, 116
modelview, 108, 115
multiplying matrices, 115
multiplying transposed matrices, 116
NURBS, specifying for sampling, 557
orthographic parallel projection, 778
perspective projection, 777
projection, 113, 115
rotation, 776
row-major ordering, 116
scaling, 776
texture, 458
transformation pipeline, 106
transformations of homogeneous coordinates, 774
translation, 776

matrix stack, 145–149
choosing which matrix stack is current, 146
current matrix stack, 684
modelview, 148
popping, 146
projection, 148
pushing, 146
querying stack depth, 148
texture, 458

Megahed, Abe, 619

Microsoft
callback functions on Windows, 511
Microsoft Win32, *see* Win32
Microsoft Windows 95/98/NT, xl, 14, 753
Microsoft Windows to OpenGL interface, *see* WGL

minmax, 366–368
reseting, 367, 368
retrieving results, 367
sample program, 367

mipmapping, 401–411
automated generation, 409
base and maximum levels, 407
level of detail control, 406
minification filters, 413
texture objects for mipmaps, 418

mirroring objects, *see* scaling

modeling transformations, 111, 117, 120–125
camera analogy, 106
connection to viewing transformations, 111
example, 123
rotation, 122
rotation matrix, 776
sample program, 125
scaling, 122
scaling matrix, 776
translation, 121
translation matrix, 776

models
rendering wireframe and solid, 20, 763

modelview matrix, 108, 115
arbitrary clipping planes, effect on, 150
stack, 148

mosaicing, 406

motion blur, 497
stippling, with, 609

motion, *see* animation

movie clips, 628

multiple layers
displaying with overlap, 612

multisampling, 255–259
fading point primitives, 272
sample program, 256

multitexture
extension string, 606

multitexturing, 443–448

N

name stack, 571–575
  creating, 572
  initializing, 572
  loading, 572
  multiple names, 583–585
  popping, 572
  pushing, 572
  querying maximum depth, 573

networked operation, 34–35
  attribute groups, saving and restoring, 91
  display lists, 289
  versions, 604

Non-Uniform Rational B-Splines, *see* NURBS

nonplanar polygons, 40

normal vectors, 63–65, 192
  calculating, 768
  calculating for analytic surfaces, 769
  calculating for polygonal data, 771
  calculating length, 65
  cross product, calculating normalized, 98
  enabling automatic unit length division, 65, 192
  inverse matrix generated, 684
  matrix transformations, 108
  normalized, 65
  NURBS, generating for, 560
  quadrics, generated for, 526
  rendering pipeline stage, 12, 681
  specifying, 64
  tessellation, specifying for, 512
  transformations, 775
  uniform rescaling, 65
  unit length optimizes performance, 783
  vertex arrays, specifying values with, 69

normal, *see* normal vectors

normalized device coordinates, 108

NURB Curves and Surfaces (book title), 535

NURBS, 550–568
  creating a NURBS curve or surface, 559–561
  creating a NURBS object, 555
  culling, 556
  deleting a NURBS object, 555
  display list use, 282
  error handling, 558
  method of display (lines or filled polygons), 556
  normal vectors, generating, 560
  properties, controlling NURBS, 555
  querying property value, 558
  references, 535
  sample program which draws a lit NURBS surface, 552
  sample program with a trimmed surface, 567
  sampling precision, 556
  source for matrices, 557
  steps to use, 551
  texture coordinate generation, 560
  trimming, 565–568

NURBS Book, The, 535

NURBS for Curve and Surface Design, 535

NURBS tessellator
  sample code, 563, 564

O

object coordinates, 108
  texture coordinate generation, 434

objects, *see* models

occlusion query, 484

opacity, 232

OpenGL Extension to the X Window System, *see* GLX

OpenGL Programming for the X Window System, xxxix

OpenGL Programming for the X Window System, 15, 17, 738, 759

OpenGL Reference Manual, xxxix

OpenGL Reference Manual, 679, 686, 738

OpenGL Utility Library, *see* GLU

OpenGL Utility Toolkit, *see* GLUT

orthographic parallel projection, 113, 136–137
  jittering, 495
  matrix, 778
  specifying with integer coordinates, 781

outer product, 357

outlined polygons, 56, 63
  polygon offset solution, 274
overlapping objects, 619

P

packed pixel data, 317–318
painting, 232, 238, 629
partial disks, 524
pass-through markers, 594
performance tips
  clearing the window, 32
  display lists, 282
  flat shading, 783
  flushing the pipeline, 34
  fog, 261
  GLX tips, 784
  hints, 248
  light source attenuation, effect of, 198
  light sources, effect of additional, 193
  list of general tips, 782
  material properties, changing, 782
  NURBS and display lists, 282
  pixel data alignment, 328
  pixel data, drawing, 345
  polygon restrictions, 39
  polygon subdivision, 95
  pushing and popping attribute groups, 782
  rasterization and fragment operations for pixel data, 784
  removing hidden surfaces, 187
  specifying geometric primitives, 783
  tessellation and display lists, 282
  tessellation, use of, 521
  texture images, internal format of, 382
  texture objects, 414, 782
  texture subimages, 782
  two-sided lighting, 210
  unit-length normal vectors, 783
  vector and scalar forms of commands, 783
  vertex arrays, 783
perspective projection, 133–136
  correction hint, 248, 379, 380
  depth coordinates, effect on, 141
  jittering, 492
  matrix, 777
  perspective division, 108
PGL, 14, 749
  pglChooseConfig(), 749, 751
  pglCopyContext(), 750, 752
  pglCreateContext(), 750, 752
  pglDestroyContext(), 750, 752
  pglGetCurrentContext(), 750, 752
  pglGetCurrentWindow(), 750, 752
  pglGrabFrontBitmap(), 750, 752
  pglIsIndirect(), 750, 752
  pglMakeCurrent(), 750, 752
  pglQueryCapability(), 749, 751
  pglQueryConfigs(), 750, 751
  pglQueryVersion(), 749, 751
  pglReleaseFrontBitmap(), 750, 752
  pglSelectColorIndexPalette(), 751, 752
  pglSwapBuffers(), 751, 752
  pglUseFont(), 751, 752
  pglWaitGL(), 750, 752
  pglWaitPM(), 750, 752
picking, 578–588
  back buffer for, using the, 610
  depth coordinates, 585
  hierarchical models, 583–585
  projection matrix, special, 579
  sample program, 580
  sample program with depth coordinates, 585
  strategies, 589
  sweep selection, 590
Piegl, Les, 535
pipeline
  geometric processing, 681–682
  imaging, 321–337
  rendering, 10–14
  vertex transformation, 106
pixel
  coverage, 247
pixel data, 302, 312–321
  see also images
  BGR and BGRA formats, 315
  byte alignment, 328
  byte swapping, 327
  copying within the framebuffer, 13, 313, 321, 322, 683

depth buffer pixel data, 321, 332
drawing or reading a subrectangle of, 328
drawing process in detail, 338–339
endianness, 327
feedback mode, 593
formats for reading or drawing, 315
formats for storing in memory, 317, 325
mapping, 13, 333–334, 682
packed, 317–318
packing into processor memory, 13, 324–327, 682
performance tips, 345
pipeline operations, 12, 321–337, 682
pixel zoom, 334
querying pixel mapping information, 333
reading from the framebuffer, 313, 315
reading process in detail, 340–341
sample code which draws an image, 320
sample program that uses a pixel buffer object for storage, 342
sample program which draws, copies, and zooms pixel data, 335
stencil buffer pixel data, 317, 332
storage modes, 325, 395–397
transfer modes, 13, 330, 422, 682
unpacking from processor memory, 12, 324–327, 682
writing to the framebuffer, 313, 319

point light source, *see* positional light source

point parameters, 271
sample program, 273

points, 38
antialiasing, 249–255, 616
drawing, 43
feedback mode, 593
point parameters, 271
round, 249–255, 616
size, 50
specifying, 43, 45

polygon offset, 274–276
depth slope of a polygon, 275
enabling, 274
hidden-line removal, 622
sample program, 276
shadowing use, 460

polygonal approximations to surfaces, 94

polygons, 39
boundary edges, 62–63
concave, drawing filled, 506, 618
convex, 39
culling the faces, 56
drawing, 43
drawing as points, lines, or filled, 56
feedback mode, 593
front and back faces, 56
holes in, 39
non-convex, 39, 62
nonplanar, 40
polygon mode, 12, 56, 682, 784
reversing the faces, 56
self-intersecting, 513
simple, 39
specifying, 43, 46
stippling, 58
tessellation, specifying for, 518
Voronoi, 626

positional light source, 197

primitives
geometric, 37–48
raster, 302

priority of texture objects, 420

Procedural Elements for Computer Graphics, 524

programs
aaindex.c, 252
aargb.c, 250
accanti.c, 496
accpersp.c, 492
alpha3D.c, 244
alpha.c, 241
bezcurve.c, 537
bezmesh.c, 546
bezsurf.c, 544
checker.c, 377
clip.c, 151
colormat.c, 218
colormatrix.c, 362
colortable.c, 350
combiner.c, 453
convolution.c, 355
cube.c, 110
cubemap.c, 443
dof.c, 499

programs *(continued)*
  drawf.c, 304
  feedback.c, 595
  fog.c, 262
  fogcoord.c, 269
  fogindex.c, 266
  font.c, 311
  histogram.c, 364
  image.c, 335
  light.c, 190
  lines.c, 54
  list.c, 285
  material.c, 215
  minmax.c, 367
  mipmap.c, 403
  model.c, 125
  movelight.c, 204
  multisamp.c, 256
  multitex.c, 446
  pboimage.c, 342
  pickdepth.c, 585
  picksquare.c, 580
  planet.c, 154
  pointp.c, 273
  polyoff.c, 276
  quadric.c, 529
  robot.c, 157
  select.c, 575
  shadowmap.c, 460–462
  smooth.c, 180
  sprite.c, 457
  stencil.c, 480
  stroke.c, 294
  surface.c, 552
  surfpoints.c, 563, 564
  tess.c, 512, 520
  texbind.c, 416
  texgen.c, 435
  texsub.c, 388
  texture3d.c, 393
  texturesurf.c, 548
  torus.c, using a display list, 279
  trim.c, 567
  unproject.c, 161

projecting images, 624

projection matrix, 113, 115
  matrix stack, 148
  orthographic parallel projection matrix, 778
  perspective projection matrix, 777
  shadows created with, 621

projection transformation
  centered along view vector, 136
  off-axis perspective, 134
  parallel projection, 137
  perspective, 134, 136
  three-dimensional orthographic, 137

projection transformations, 112, 133–138
  camera lens analogy, 106
  collapsing geometry to a single plane, 780
  jittering, 492, 495
  orthographic parallel, 113, 136–137, 781
  perspective, 133–136
  picking, 579
  texturing effects, 458
  two-dimensional orthographic, 138

proxies
  color table, *see* color table proxies, 353

proxy textures, 385
  cube maps, 442

Q

q texture coordinates, 458
  avoiding negative values, 781

quadratic attenuation, 198

quadrics, 523–532
  creating an object, 525
  destroying an object, 525
  drawing as points, lines, and filled polygons, 525
  error handling, 525
  normal vectors, generating, 526
  orientation, 526
  quadratic equation, 524
  sample program, 529
  steps to use, 524
  texture coordinates, generating, 526

quadrilateral
  specifying, 43
  strip, specifying, 43, 46

R

raster position, 305
  after drawing a bitmap, 307
  current, 305, 684
  current raster color, 308
  current, obtaining the, 306
  selection hit, 574
  transformation of, 305
rasterization, 170, 466
  exact, two-dimensional, 781
  rendering pipeline stage, 13
readImage(), 351
reading pixel data, *see* pixel data
Real Projective Plane, The, 773
rectangles
  specifying, 40
reducing images, 334
reflecting objects, *see* scaling
reflection, *see* material properties
reflective objects, *see* environment mapping
refresh, screen, 21
removing hidden surfaces, *see* hidden-surface removal
repeatability, 786
rescaling normals, 65, 192
resident textures, 386, 419
  management strategies, 420
  querying residence status, 419
RGBA mode, 171
  changing between color-index mode and, 176
  choosing between color-index mode and, 175
  coverage calculations for antialiasing, 247
  data type conversion, 177
  light source colors, 189
  lighting calculations in, 221
  material property values, 190
  vertex arrays, specifying values with, 69
Robins, Nate, xl, 125, 131, 138, 160, 207, 216, 414, 425, 426, 433, 459
robot arm example, 156–159
Rogers, David, 524
Rossignac, Jarek, 619
rotating images, 624
rotation, 122
  matrix, 776

S

scaling, 122
  matrix, 776
scaling images, 624
Schneider, Bengt-Olaf, 619
Scientific American, 627
scissor test, 476
  and clearing, 471
  rendering pipeline stage, 14, 683
secondary color, 455–456
  specular, 210, 225
Segal, Mark, 458
selection, 570–591
  back buffer for, using the, 610
  hit records, 574
  programming tips, 589
  querying current rendering mode, 572
  rendering pipeline stage, 682
  sample program, 575
  steps to perform, 571
  sweep selection, 590
shading
  flat, 179
  performance tips, 783
  sample program with smooth shading, 180
  smooth, 179
  specifying shading model, 179
shadows, 221, 502, 621
shininess, 214
  see also environment mapping
silhouette edges, 95
smoke, *see* fog
smooth shading, 179
solar system example, 153–156
source factor, *see* blending
specifying the background color, 31
specifying the depth buffer clear value, 31

specular
  contribution to lighting equation, 224
  light, 188
  material properties, 189, 214
  secondary specular color, 210, 225, 455
sphere map, 439
spheres, 524, 763
split-screen
  multiple viewports, 139
spotlights, *see* light sources
state attributes
  perserving, 92
  preserving vertex arrays, 93
  reverting, 92
  reverting vertex arrays, 93
state machine, 9–10
state variables, 48
  attribute groups, 91–93
  display list execution, effect of, 297
  enable and disable states, 49
  list of, 688–733
  performance of storing and restoring, 782
  querying, 49
stencil buffer, 468, 469
  clearing, 32, 471
  concave polygons, for drawing, 618
  decals, for, 617
  Dirichlet domains, for, 626
  Game of Life, for the, 627
  hidden-line removal, 623
  masking, 473
  pixel data, 317, 332
stencil test, 478–483
  examples of using, 480
  interference regions found using clipping planes, 620
  querying stencil parameters, 479
  rendering pipeline stage, 14, 683
  sample program, 480
stereo, 469, 472
  querying its presence, 469
stippling
  display lists cache stipple patterns, 283
  enabling line stippling, 52
  enabling polygon stippling, 58
  fade effect, use for, 608
  line pattern reset, 53, 593, 597
  lines, 52
  polygons, 58
  sample program with line stipple, 54
  stencil test, use of, 483
  translucency, use to simulate, 608
stitching, 274
stretching objects, *see* scaling
stride
  vertex arrays, 71, 79
subdivision, 94–102
  generalized, 101
  icosahedron example, 99
  recursive, 101
subimages, 387–390, 391, 394
superimposing images, 617
surface normals, *see* normal vectors
surfaces, *see* evaluators or NURBS
swapping buffers, *see* double-buffering
syntax, *see* command syntax

T

Terminator 2, 439
tessellation, 40, 506–523
  backward compatibility with obsolete routines, 522
  begin and end callback routines, 510
  callback routines, 508–513
  combine callback routine, 510, 513
  contours, specifying, 519
  converting code to use the GLU 1.2 tessellator, 523
  creating an object, 508
  decomposition into geometric primitives, 510
  deleting objects, 521
  display list use, 282
  edge flag generation, 510
  error handling, 510
  evaluators used to perform, 783
  interior and exterior, determining, 514–517
  intersecting contours combined, 510, 513

performance tips, 521
polygons, specifying, 518
properties, 514–518
reuse of objects, 508, 522
reversing winding direction, 518
sample code, 512, 520
user-specified data, 513
vertices, specifying, 511, 519
winding rules, 514–517

texels, 14, 371

text, *see* characters

texture coordinates, 379, 425–441
assigning manually, 425
avoiding negative q values, 781
clamping, 428–432
computing manually, 427
cube maps, 443
enabling automatic generation of, 438
environment mapping, automatic generation for, 440
evaluators, generated by, 548
generating automatically, 434–441
multitexturing, special situations with, 448
NURBS, generating for, 560
q coordinate, 458
quadrics, generated for, 526
reference planes, specifying, 434
rendering pipeline stage, 12, 681
repeating, 428–432
sample program with texture coordinate generation, 435
tessellation, specifying for, 512
vertex arrays, specifying values with, 69
wrapping modes, 428–432

texture functions, 421–425
add, 425
blend, 425
blending color, 425
decal, 379, 424
fragment operations, 423
level of detail bias, 421
modulate, 424
pixel-transfer modes effect, 422
replace, 424
texture internal format, interaction with, 423

texture images
alpha data, 422
borders, 400, 429
components, 380
data types, 382
distorting, 428
framebuffer as a source of, 384, 389, 391, 395
imaging pipeline operations, 324
intensity data, 422
internal format, 380
luminance data, 422
mipmaps, 401–411
multitexturing, 445
one-dimensional, 390–392
performance affected by internal format, 382
performance of texture subimages, 782
power of 2 size restriction, 383
proxy textures, 385
querying maximum size, 385
residence status, 419
resident textures, 386, 419
resident textures, management strategies of, 420
sample program with mipmaps, 403
sample program with subimages, 388
specifying, 380–400
subimages, 387–390, 391, 394
three-dimensional, 392–397
working set of textures, 386, 414, 419

texture mapping
sample program using 3D textures, 393

texture mapping, *see* texturing

texture matrix, 458
rendering pipeline stage, 681

texture objects, 379, 414–419
binding, 415
creating, 415
data which can be stored in, 415
deleting, 418
fragmentation of texture memory, 421
least-recently used (LRU) strategy, 421
mipmaps, 418
naming, 415
performance tips, 414, 782

texture objects *(continued)*
priority, 420
rendering pipeline, 13, 683
sample program, 377
sample program with multiple texture objects, 416
sharing among rendering contexts, 739, 754
steps to perform, 414
using, 415

texturing
see also texture coordinates, texture functions, texture images, texture matrix, and texture objects
antialiasing characters, 624
antialiasing lines, 624
blending, 239
border colors, treatment of, 429
color-index mode limitations, 375, 383
combiner functions, 449–454
compressed textures, 397
creating contours, 435
cube maps, 441
decals with alpha testing, 477
differences among releases, 373
enabling, 376, 379
filtering, 411–413
image transformations, 624
mipmapping, 401–411, 413
mosaic texture, 406
multitexturing, 443–448
perspective correction hint, 379, 380
popping visual artifact, 406
rendering pipeline stage, 13, 683
sample code using point sprites, 457
sample code with a depth texture, 460–462
sample code with combiner functions, 453
sample code with multitexturing, 446
sample program, 377
sample program with cube maps, 443
sample program with evaluated, Bézier surface, 548
sample program with mipmapping, 403
sample program with texture coordinate generation, 435
sample uses for, 624
simulating shadows or spotlights, 458
specular color separated, 210, 225, 455
sphere map, 439
steps to perform, 375

3D Computer Graphics: A User's Guide for Artists and Designers, xxxix

3D models, rendering, 20, 763

Tiller, Wayne, 535

tips, programming, 779
see also performance tips
error handling, 780
selection and picking, 589
transformations, 142

transformations
see also modeling transformations, projection transformations, viewing transformations, and viewport transformations
combining multiple, 152–159
display lists cache transformations, 283
general-purpose commands, 114
matrices, 775–778
modeling, 117, 120–125
ordering correctly, 117–120
overview, 104
performance tips, 782
projection, 112, 133–138
reversing the geometric processing pipeline, 160
sample program, 110
sample program combining modeling transformations, 154, 157
sample program for modeling transformations, 125
sample program showing reversal of transformation pipeline, 161
troubleshooting, 142–144
units, 136
viewing, 117, 126–131
viewport, 114, 138–140

translation, 121
matrix, 776

translucent objects, 232, 608
stencil test, creating with the, 483

transparent objects, 232
creating with the alpha test, 477

transposing images, 629

triangle
  fan, specifying, 43
  specifying, 43, 45
  strip, specifying, 43, 45
  tessellated polygons decomposed into, 510
trimming
  curves and curved surfaces, 565–568
  sample program, 567
tutorials
  on-line, xl
two-sided lighting, 209

U

up-vector, 111
Utility Library, OpenGL, *see* GLU
Utility Toolkit, OpenGL, *see* GLUT

V

van Dam, Andries, xxxviii, 167, 171, 773
van Widenfelt, Rolf, 458
vendor-specific extensions, 605
versions, 603–605
  GLU, 604
vertex, 37
  see also vertex arrays
  evaluators, generating with, 536
  feedback mode, 593
  per-vertex operations pipeline stage, 12, 681
  specifying, 41
  tessellation, specifying for, 511, 519
  transformation pipeline, 106
vertex arrays, 65–81
  dereference a list of array elements, 73, 75, 76
  dereference a sequence of array elements, 77, 78
  dereference a single element, 72
  differences among releases, 29
  disabling, 68
  display list use, 289
  enabling, 67
  interleaved arrays, 78
  interleaved arrays, specifying, 79
  multitexturing texture coordinates, 448
  performance tips, 783
  querying, 688
  querying range values, 76
  reuse of vertices, 74
  specifying data, 68
  steps to use, 66
  stride between data, 71, 79
vertex shader
  rendering pipeline stage, 681
video
  fake, 628
  flipping an image with glPixelZoom(), 335
  textured images, 387
viewing
  camera analogy, 106–107
viewing transformations, 110, 117, 126–131
  connection to modeling transformations, 111
  default position, 111
  different methods, 131
  pilot view, 132
  polar view, 132
  tripod analogy, 106
  up-vector, 111
viewing volume, 134
  clipping, 138, 149
  jittering, 492, 495
viewpoint
  lighting, for, 209
viewport transformations, 109, 114, 138–140
  photograph analogy, 106
  rendering pipeline stage, 12, 682
visual simulation
  fog, use of, 261
Voronoi polygons, 626

W

w coordinates, 38, 109, 114
  avoiding negative values, 781
  lighting, use with, 197
  perspective division, 141, 682
warping images, 624

Watt, Alan, 370

web sites, xxxix
- errata list, xl
- IBM OS/2 software and documentation, 749
- Microsoft Developer Network, 753

WGL, 14, 753
- wglCopyContext(), 754, 756
- wglCreateContext(), 753, 754, 756
- wglCreateLayerContext(), 754, 756
- wglDeleteContext(), 756
- wglDescribeLayerPlane(), 753, 756
- wglDestroyContext(), 754
- wglGetCurrentContext(), 754, 756
- wglGetCurrentDC(), 754, 756
- wglGetLayerPaletteEntries(), 755, 757
- wglGetProcAddress(), 756
- wglMakeCurrent(), 754, 756
- wglRealizeLayerPalette(), 755, 757
- wglSetLayerPaletteEntries(), 757
- wglShareLists(), 754, 756
- wglSwapLayerBuffers(), 755, 757
- wglUseFontBitmaps(), 755, 757
- wglUseFontOutlines(), 755, 757

wglGetProcAddress(), 607

Williams, Lance, 401

Win32
- ChoosePixelFormat(), 753, 755
- CreateDIBitmap(), 754, 756
- CreateDIBSection(), 754, 756
- DeleteObject(), 754, 756
- DescribePixelFormat(), 753, 756
- GetVersion(), 753, 755
- GetVersionEx(), 753, 755
- SetPixelFormat(), 753, 755
- SwapBuffers(), 755, 757

winding, 57

winding rules, 514–517
- computational solid geometry, used for, 515
- reversing winding direction, 518

window coordinates, 109, 138
- feedback mode, 593
- polygon offset, 275
- raster position, 305

window management
- glViewport() called, when window resized, 139
- using GLUT, 17, 36

Windows, *see* Microsoft

working set of textures, 386, 414, 419
- fragmentation of texture memory, 421

writemask, *see* masking (buffers)

writing pixel data, *see* pixel data (drawing)

www.opengl.org, xxxix

X

X Window System, 14, 738
- client-server rendering, 5
- minimum framebuffer configuration, 468
- X Visual, 176, 737

Z

z buffer, *see* depth buffer

z coordinates, *see* depth coordinates

zooming images, 334
- filtered, 629