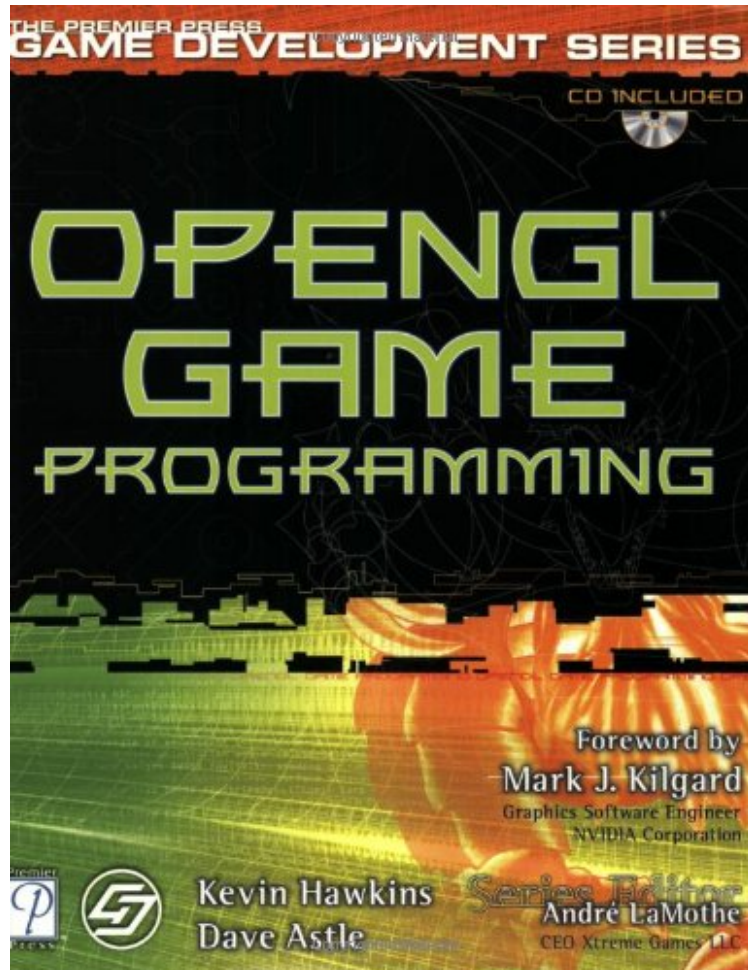


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This robust CD contains source code from the book as well as examples of OpenGL games in the online game development community. Also included are a variety of tools such as the OpenGL libraries, GLUT, Paint Shop Pro shareware, and sound editing software. This book is a complete guide to game development using the OpenGL graphics API. It also covers how to integrate the non-graphical elements of Microsoft's DirectX into OpenGL games

so that users can incorporate sound, music, and network functions. Teaching users how to use OpenGL to create dynamic 3D environments and effects for use in game development.