

3D Models in Motion

Using OpenGL

...just the color figures for those who got the B&W printed book...

by D. James Benton

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Forward

This is a second course on creating interactive models, building on my previous book, *3D Rendering in Windows*. In this text we will cover the finer details of code and object development. We will also explore how to implement advanced features and controls. The Windows® operating system and OpenGL® rendering engine will be our platform, but the same principles apply equally well to other environments. We will also proceed under the assumption that the reader is familiar with programming for the Windows® operating system and will not dwell on such details. Many references are available on that subject, including my book, *Version Independent Programming*. As in that text, we will require that all code function properly on any version and configuration of Windows®. All of the software described herein is available free online.

*All of the examples contained in this book,
(as well as a lot of free programs) are available at...*
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