



## Pro OpenGL for C# Developers: High-Performance 2D and 3D Graphics for Desktop, Web, iOS and Android

By Felipe Ramos

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### Pro OpenGL for C# Developers: High-Performance 2D and 3D Graphics for Desktop, Web, iOS and Android By Felipe Ramos

OpenGL is widely considered the industry standard in high performance graphics for gaming, virtual reality and visualization. Unlike DirectX, OpenGL can be used on a wide range of platforms beyond Windows, from Linux to iOS and PlayStation Vita. *Pro OpenGL for C# Developers* shows you how to harness this powerful API from your language of choice, C#, and start creating professional-quality games and interactive graphics applications.

The book starts with an introduction to the OpenGL API and a guide to the process involved in rendering graphics, known as the graphics pipeline. You'll also meet OpenTK, the fully managed wrapper that makes it easy and painless to work with OpenGL in C# (or any other .NET language). Chapters 2 and 3 take you through the process of building your game engine, covering topics like architecture, object-oriented design and test-driven development in the context of game development. You'll begin to discover the power of OpenGL, build your first rendering demo, and learn techniques for rendering 2D in 3D, and 3D in 2D! (That is, a 2D world in a 3D game engine, and a 3D scene on a 2D display.)

Further chapters dive deep into specific areas of graphic programming: shaders, particle systems, animation and path finding. You'll also learn about sound effects with the Open Audio Library (OpenAL), and how to match them to particle interactions. Each chapter comes with a working demo, including sophisticated projects like building a game editor, and interacting with other game frameworks at the API level. And of course the book wouldn't be complete without an in-depth discussion on portability, including full demos for iOS and Linux. *Pro OpenGL for C# Developers* will give you the confidence to make the most of what this powerful library has to offer.

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### **Editorial Review**

#### About the Author

Felipe Ramos was introduced to C++ at the age of 15 when a friend suggested they should make small video games. It is said that the act of creation is an addiction, and it was that addiction to software and video games that led him to enroll in the Game Design program at Keiser College back in early 2000. After becoming familiar with game development with DirectX and C++, managed languages started getting a foothold and he began promoting Frameworks like XNA and MonoGame by writing training materials covering different aspects of game development including best practices, AI, and UI development. Professionally, Felipe has worked in different sectors of the industry encompassing a wide array of technologies and languages. These include health care, ADP, commerce, and money transfers. Early in 2013, Felipe established a software company and is currently developing a game to be released for several devices in mid-2014.

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