Advanced Modern OpenGL: Rendering and Effects

Based on OpenGL 4.5, created on March 16, 2023



The Qt, OpenGL and C++ Experts

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Rendering Techniques

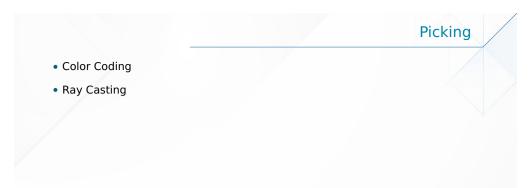
- Anti-aliasing
- Transparency
- Shadowing
- SSAO
- Advanced Lighting
- Physics Based Rendering
- Deferred Rendering

Advanced Modern OpenGL with Qt

- What is OpenGL?
- Terminology
- Qt helper classes

Texturing

- Advanced Texturing
 - Normal Mapping
 - Parallax Mapping
 - Environment Mapping
 - Procedural Texturing
- Generating and Using Noise



Reading List

Recommended Books