Advanced Modern OpenGL: Rendering and Effects

Based on OpenGL 4.5, created on January 30, 2018

The Qt, OpenGL and C++ Experts
- What is OpenGL?
- Terminology
- Qt helper classes

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

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

### Picking
- Color Coding
- Ray Casting
Reading List

- Recommended Books