

Addison-Wesley /Pearson OpenGL Book Update

- **“Professional Series”** (those published by Addison-Wesley)
 - Books under contract/discussion for update to OpenGL 3.0
 - *OpenGL Programming Guide* (“Red Book”)
 - *OpenGL Shading Language Guide* (“Orange Book”)
 - *OpenGL SuperBible*
- **“Academic Series”** (those published by Pearson Education)
 - *Interactive Computer Graphics with OpenGL*