

Osg Cookbook

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Summary:

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OpenSceneGraph 3.0: Beginner's Guide | PACKT Books This handy book divides the core functionalities of the proved and comprehensive OpenSceneGraph (OSG) 3D graphics engine into different aspects, which are introduced in separate chapters. Each chapter can be treated as an individual part that covers one important field of OSG programming, along with several examples illustrating concrete usages and solutions. But the sequence of chapters is also organized from the easy to the more difficult, to help you get to grips with OSG. OpenSceneGraph OSG.JS is a WebGL framework based on OpenSceneGraph concepts. It allows an individual to use an "OpenSceneGraph-like" toolbox to interact with WebGL via JavaScript, and provides facilities for exporting various assets to the osgjs format. The API is kept as similar to OpenSceneGraph as possible, providing a familiar environment to veterans of the library and introducing newcomers to a popular and heavily-scrutinized set of interfaces.

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