

منابع و مآخذ :

- 1- OpenGL Red Book (ISBN 0-201-46138-2)
The OpenGL Programming Guide, Second Edition
The Official Guide to Learning OpenGL, Version 1.1
By Mason Woo, Jackie Neider and Tom Davis
Addison-Wesley Developers Press
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- 8- <ftp://sunsite.unc.edu/pub/packages/development/graphics/mesa/>
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تذکر!

با توجه به اینکه محتویات پایگاه های شبکه جهانی ، روز به روز در حال تغییر و تحول می باشند ، نویسندگان هیچگونه مسئولیتی را در قبال محتویات آتی آنها به عهده نمی گیرند .