Book recommendations

- *OpenGL Shading Language*, 2e. by Randi Rost
  OpenGL Programming Guide, 6e. by Shreiner et al.

  A tutorial-style discussion of writing shaders with GLSL

- OpenGL Shading Language 1.2 Specification and
  OpenGL Specification, version 2.1

  The ultimate references when you need precise and direct answers

- *Real-time Rendering* by Akenine-Möller and Haines

  A slightly older book, but has solid and in-depth discussions of many important topics

- *GPU Gems 1* and *GPU Gems 2*

  Collections of case studies with good solutions to particular problems. Many chapters are pretty advanced.

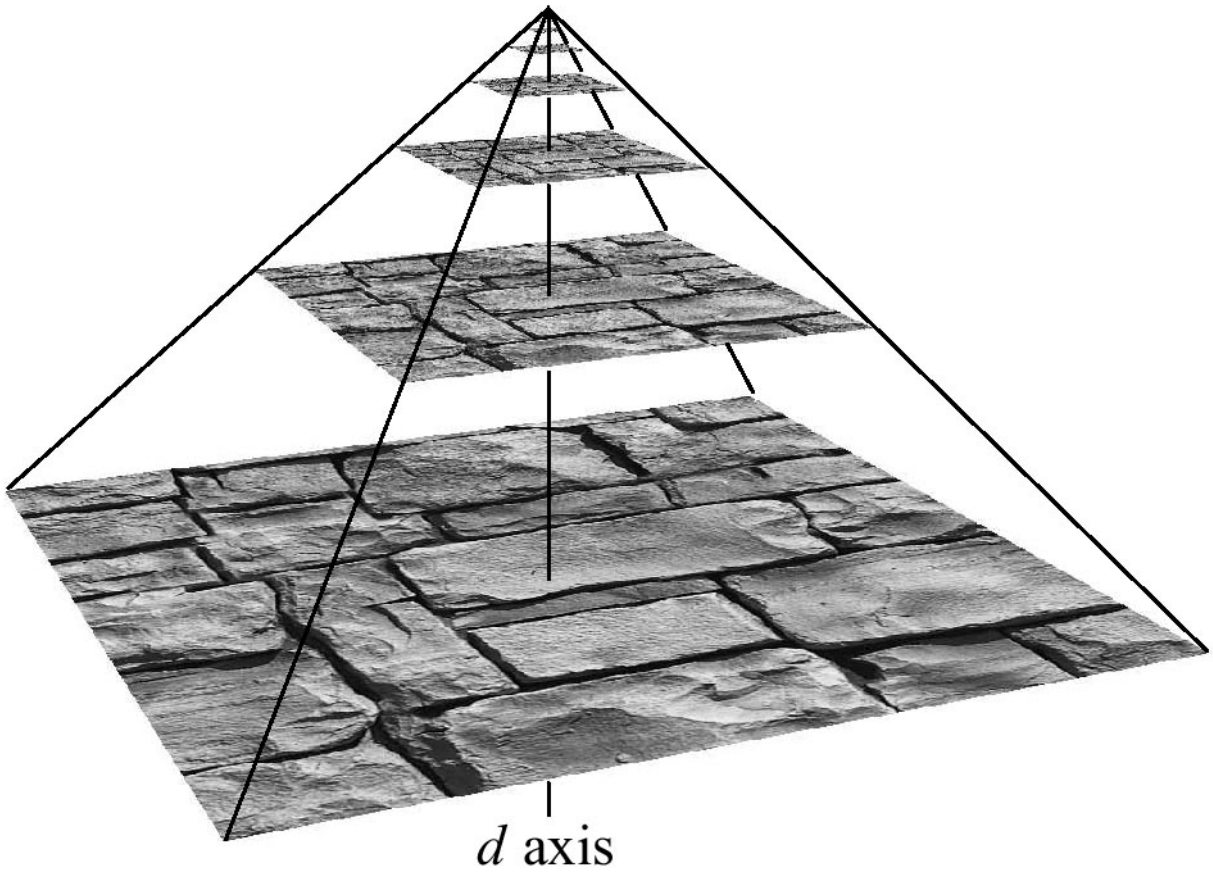
Texture magnification

magnification by nearest neighbor sampling

magnification by bilinear filtering

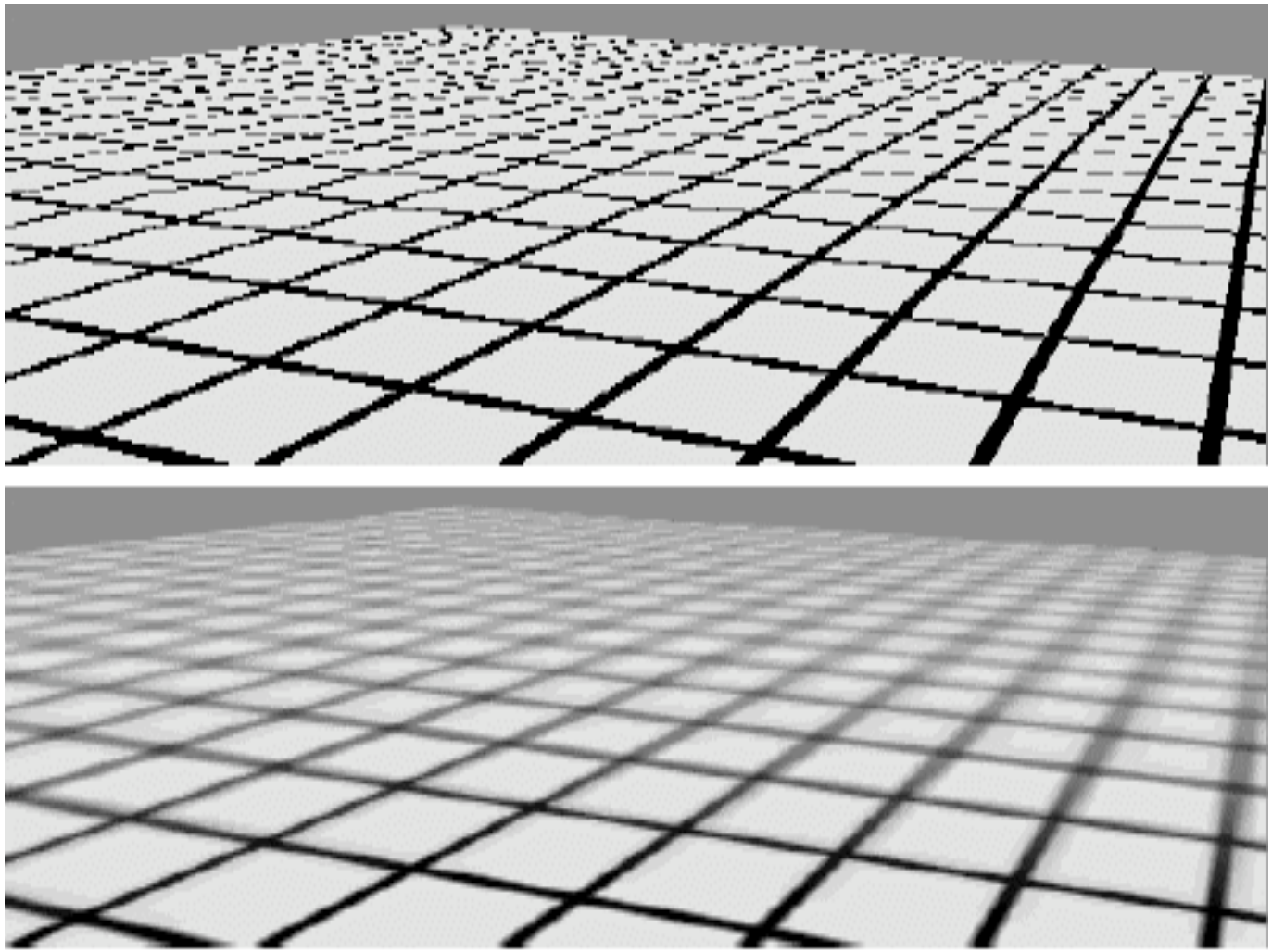
[Akenine-Möller & Haines 2002]

Mipmap image pyramid



[Akenine-Möller & Haines 2002]

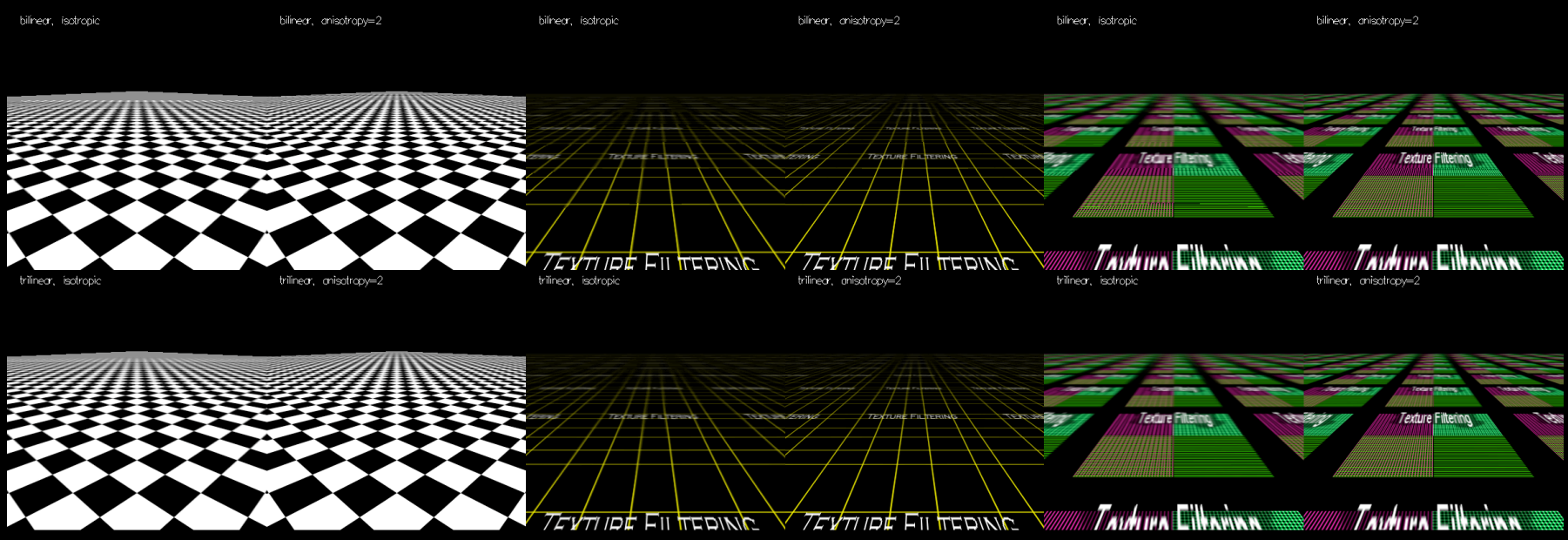
Texture minification



point sampled minification

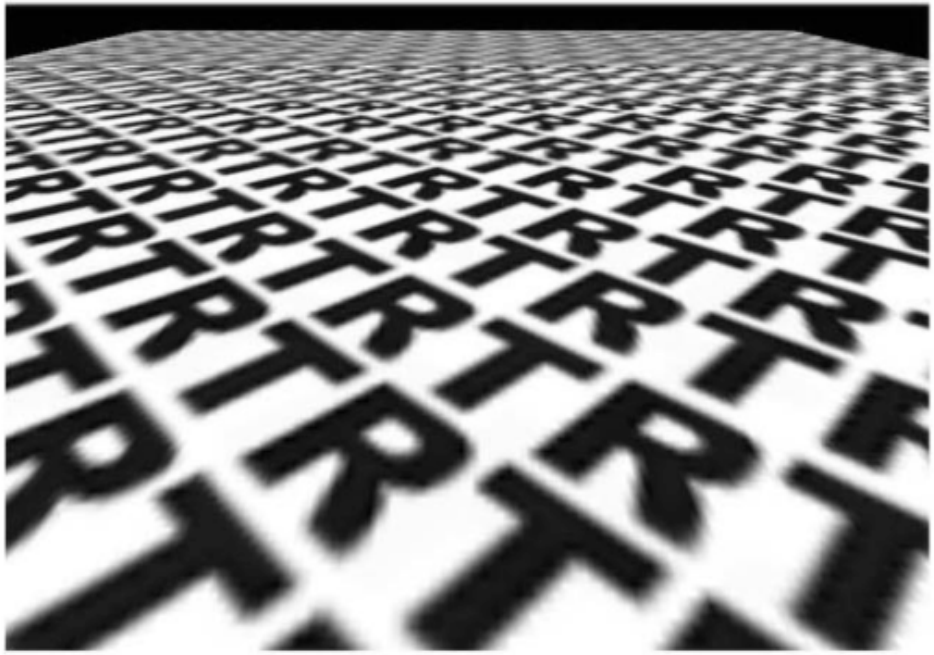
mipmap minification

[Akenine-Möller & Haines 2002]

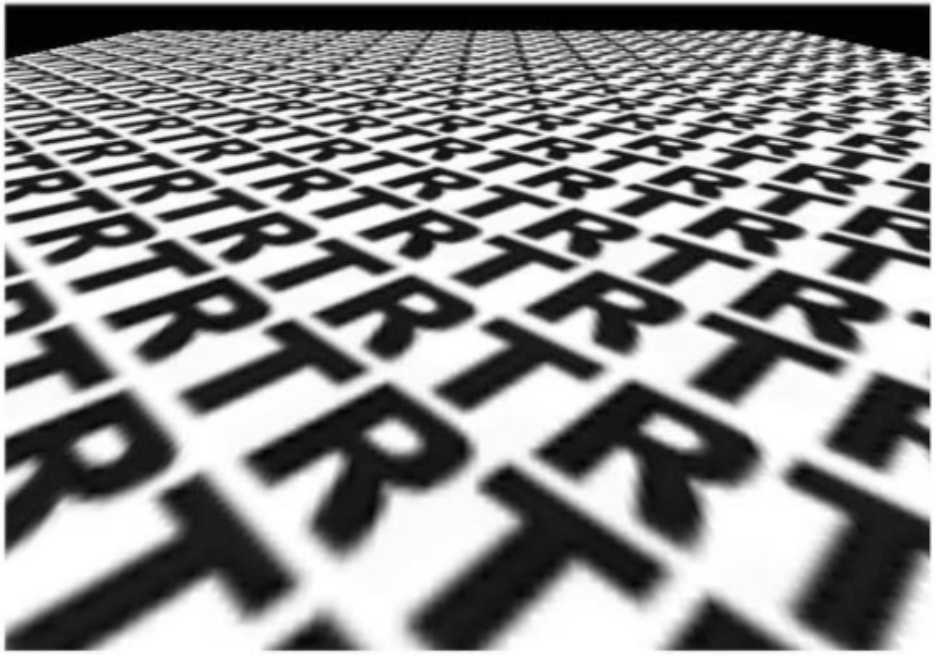


[NVIDIA Corporation]

isotropic MIP map



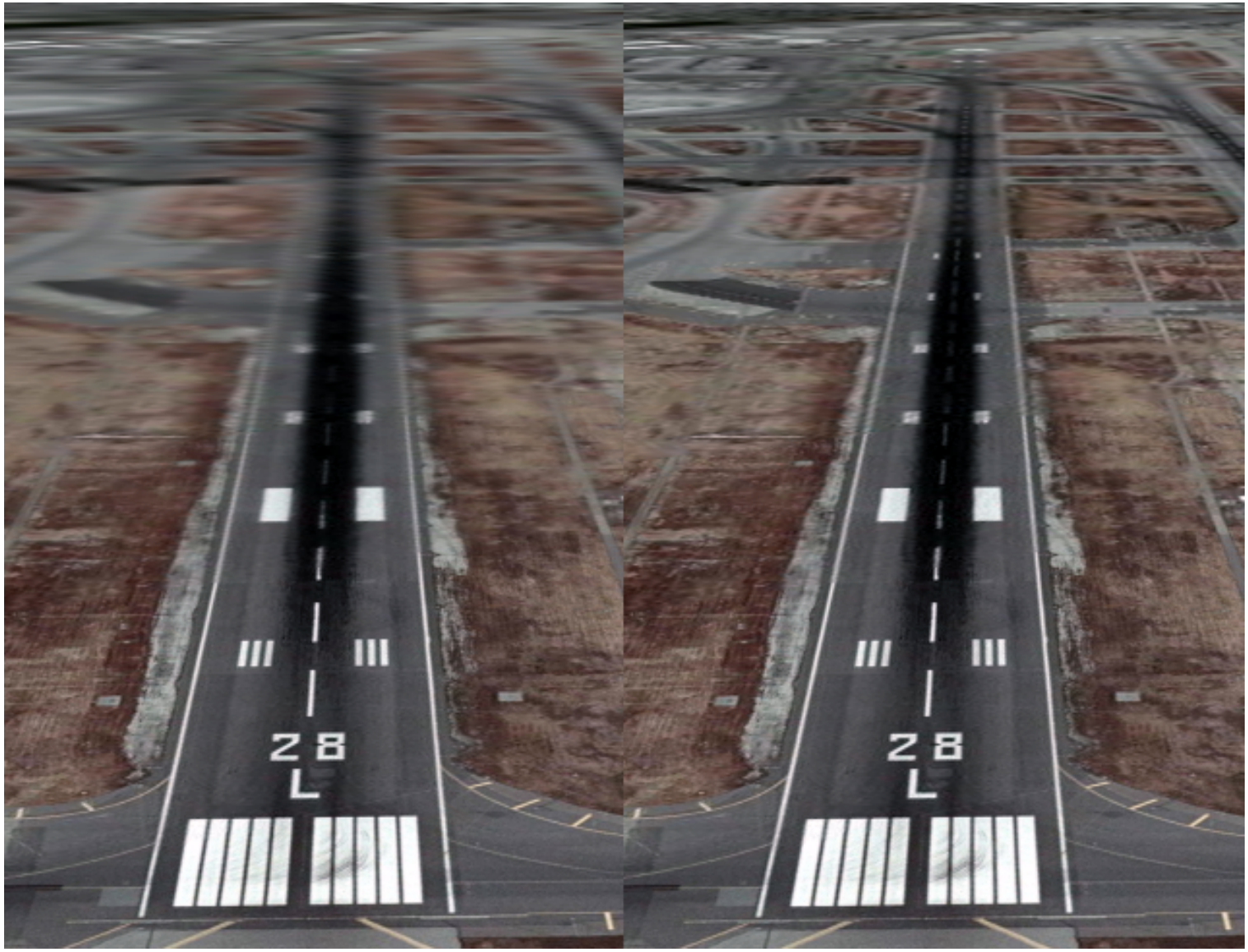
16x anisotropic sampling



[Tomas Akenine-Möller]

isotropic MIP map

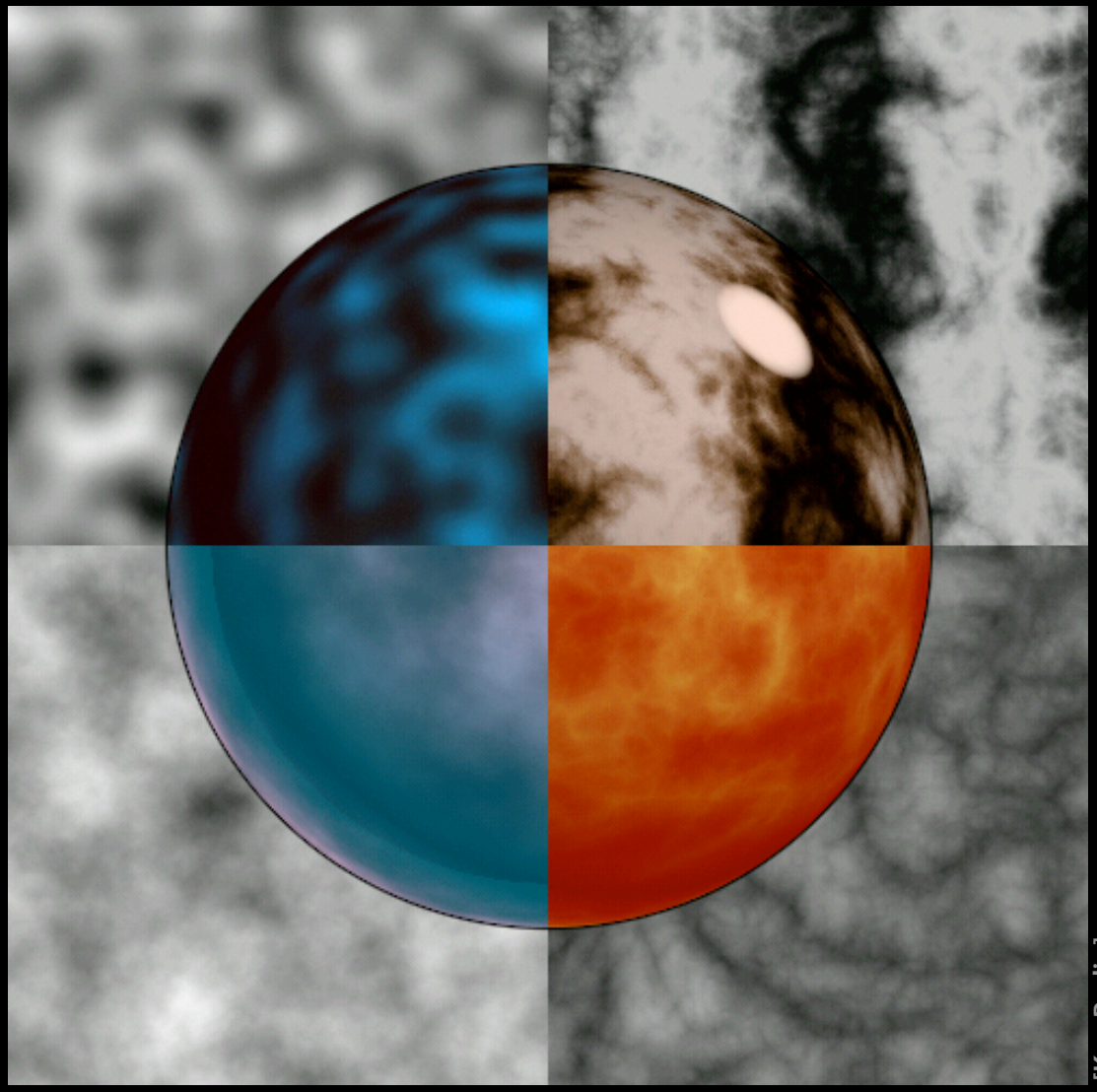
anisotropic sampling



[Angus Dorbie]

just noise

sin(*x* + sum(1/*f*(|noise|)))



[Ken Perlin]

sum(1/*f*(noise))

sum(1/*f*(|noise|))