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This is an excellent first book on Computer graphics using OpenGL - very accessible and enjoyable at the same time, with a good breadth of coverage as well. I took a course under Prof. Hill while he was a visiting Prof. at the Indian Institute of Science, which used the draft of this book.

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David Wolff is a professor in the computer science department at Pacific Lutheran University (PLU). He received a PhD in Physics and an MS in computer science from Oregon State University. He has been teaching computer graphics to undergraduates at PLU for over 17 years, using OpenGL. Other books by the author. OpenGL 4.0 Shading Language Cookbook

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