

OpenGL Insights: Call for Authors

- **A contributor-based book on WebGL , OpenGL, and OpenGL ES**
 - Asking for articles from you
 - Proposals due August 25th
 - Email editors@openglinsights.com or visit <http://blog.openglinsights.com/>
- **Example early-selected proposals**
 - “Efficient Text Rendering in WebGL” by Benjamin Encz
 - “Procedural Textures in GLSL” by Stefan Gustavson
 - “Performance Tuning for Tile-Based Architectures” by Bruce Merry
 - Still looking for lots more WebGL proposals
- **Publication Details**
 - Editors: Patrick Cozzi and Christophe Riccio
 - Published by A K Peters / CRC Press in time for SIGGRAPH 2012