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Paul Martz is a senior software engineer at SimAuthor, Inc., where he develops flight-data visualization software. He previously worked in the Graphics Software Lab at Hewlett-Packard, and the Workstation Graphics Division at Evans & Sutherland.

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2.5 More information. Chapter 2, "State Management and Drawing Geometric Objects," of OpenGL ® Programming Guide is a much more comprehensive discussion of drawing and state control. It includes discussion of topics outside the scope of OpenGL ® Distilled, such as line and point state, edge flags, interleaved vertex arrays, and mapping and unmapping buffer objects.