Pro OpenGL ES for Android

By Mike Smithwick

Apress. Paperback. Condition: New. 308 pages. Dimensions: 9.2in. x 7.5in. x 0.8in.In Pro OpenGL ES for Android, youll find out how to harness the fullpower of OpenGL ES, and design yourown 3D applications by building a fully-functional 3D solar system model using Open GL ES! OpenGL has set the standard for 3D computer graphics, and is an essential aspect ofAndroid development. This bookoffers everything you need to know, from basic mathematical conceptstoadvanced coding techniques. Youll learn by building a fascinating 3D solar system simulator! After introducing Open GL ES, Pro OpenGL ES forAndroid explains the basics of 3D math and thenorients you to the native Android3D libraries youll be using inyour own 3D games and the solar system project youll buildusing this book. Through the solar system example project, youll learn how to incorporate a variety of graphic and animation techniques into your applications. You will also discover howthe full spectrum of 3D development that awaits, with topics such as lighting, texture-mapping, modeling, shaders, blending modes, andseveral moreadvanced concepts. By the time you finishPro OpenGL ES for Android, youllhave learned allthe skills youll need to build your own incredible 3Dapplications, based on one of the most powerful 3Dlibraries available. What...

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