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OpenGL ES 3.0 Programming Guide (Paperback)

By Dan Ginsburg, Budirijanto Purnomo, Dave Shreiner

Pearson Education (US), United States, 2014. Paperback. Condition: New. 2nd edition. Language: English . Brand New Book. OpenGL (R) ES (TM) is the industry s leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the OpenGL (R) ES (TM) 3.0 Programming Guide, Second Edition, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you ll learn how to set up and program every aspect of the graphics pipeline. Step by step, you ll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you ll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows (OpenGL ES 3.0 Emulation), and Ubuntu Linux,...



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