



OpenGL ES 3.0 Programming Guide (2nd Revised edition)

By Daniel Ginsburg, Budirijanto Purnomo, Dave Shreiner, Aaftab Munshi

Pearson Education (US). Paperback. Book Condition: new. BRAND NEW, OpenGL ES 3.0 Programming Guide (2nd Revised edition), Daniel Ginsburg, Budirijanto Purnomo, Dave Shreiner, Aaftab Munshi, 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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