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The sample code for the OpenGL ES 2.0 Programming Guide is now available for WebGL, Android 2.2, and iOS 4.2 (in addition to continued support on Windows OpenGL ES 2.0). Additionally, in order to make it easier to provide future updates, I have migrated all of the source to the opengles-book-samples Google Code project.

### OpenGL ES 2.0 Programming Guide

In the OpenGL® ES 2.0 Programming Guide, three leading authorities on the Open GL ES 2.0 interface—including the specification's editor—provide start-to-finish guidance for maximizing the interface's value in a wide range of high-performance applications. The authors cover the entire API, including Khronos-ratified extensions.

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### **Opengl Es 20 Programming Guide**

20 Chapter 2: Hello Triangle: An OpenGL ES 2.0 Example Code Framework Throughout the book, we will be building up a library of utility functions that form a framework of useful functions for writing OpenGL ES 2.0 pro-grams. In developing example programs for the book, we had several goals for this code framework: 1.

### **2.Hello Triangle: An OpenGL ES 2.0 Example**

OpenGL® ES 3.0 Programming Guide, published by Addison-Wesley, provides a comprehensive introduction to OpenGL ES concepts. OpenGL® Shading Language, Third Edition, also published by Addison-Wesley, provides many shading algorithms useable in your OpenGL ES app. You may need to modify some of these algorithms to run efficiently on mobile ...

### **About OpenGL ES - Apple Developer**

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### **OpenGL ES 2.0 Programming Guide - Slashdot**

Almost all of the OpenGL ES code I've seen uses transforms and the book does not address it using matrix structs or objects. Seems like a pretty big gap in learning the API. To summarize, OpenGL ES 2.0 Programming Guide is something you will probably need to read. Other books may provide more understanding if you have no OpenGL experience.

### **Amazon.com: Customer reviews: OpenGL ES 2.0 Programming Guide**

Jarkko Vatjus-Anttila for contributing the original Linux/X11 port for the OpenGL ES 2.0 Programming Guide Eduardo Pelegri-Llopart and Darryl Gough for contributing the Blackberry Native SDK port for the OpenGL ES 2.0 Programming Guide (we have not yet ported the ES 3.0 book to a Blackberry platform)

### **OpenGL ES 3.0 Programming Guide - GitHub**

This repo contains the sample code from the OpenGL ES 2.0 Programming Guide. This was originally hosted on Google Code, but was migrated to GitHub due to the shutdown. The build instructions are provided below.

### **GitHub - [danginsburg/opengles-book-samples](https://github.com/danginsburg/opengles-book-samples): Automatically ...**

In the OpenGL® ES 2.0 Programming Guide, three leading authorities on the Open GL ES 2.0 interface—including the specification's editor—provide start-to-finish guidance for maximizing the interface's value in a wide range of high-performance applications. The authors cover the entire API, including Khronos-ratified extensions.

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