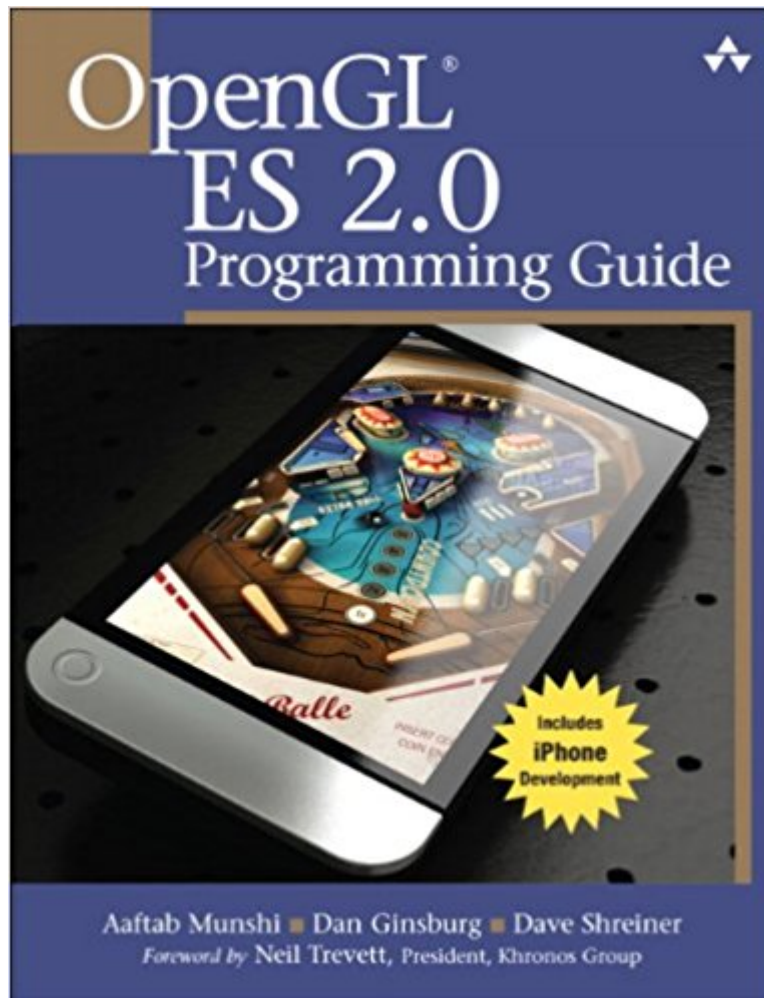


The book was found

# OpenGL ES 2.0 Programming Guide



## Synopsis

OpenGL ES 2.0 is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. With OpenGL ES 2.0, the full programmability of shaders is now available on small and portable devices—including cell phones, PDAs, consoles, appliances, and vehicles. However, OpenGL ES differs significantly from OpenGL. Graphics programmers and mobile developers have had very little information about it until now. In the *OpenGL ES 2.0 Programming Guide*, three leading authorities on the OpenGL 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. Using detailed C-based code examples, they demonstrate how to set up and program every aspect of the graphics pipeline. You'll move from introductory techniques all the way to advanced per-pixel lighting, particle systems, and performance optimization. Coverage includes: Shaders in depth: creating shader objects, compiling shaders, checking for compile errors, attaching shader objects to program objects, and linking final program objects The OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniforms, varyings, precision qualifiers, and invariance Inputting geometry into the graphics pipeline, and assembling geometry into primitives Vertex shaders, their special variables, and their use in per-vertex lighting, skinning, and other applications Using fragment shaders—including examples of multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor test, stencil test, depth test, multisampling, blending, and dithering Advanced rendering: per-pixel lighting with normal maps, environment mapping, particle systems, image post-processing, and projective texturing Real-world programming challenges: platform diversity, C++ portability, OpenKODE, and platform-specific shader binaries

## Book Information

Paperback: 480 pages

Publisher: Addison-Wesley Professional; 1 edition (August 3, 2008)

Language: English

ISBN-10: 0321502795

ISBN-13: 978-0321502797

Product Dimensions: 7 x 1 x 9.1 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 3.8 out of 5 stars See all reviews (28 customer reviews)

Best Sellers Rank: #866,227 in Books (See Top 100 in Books) #30 in Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL #388 in Books > Computers & Technology > Digital Audio, Video & Photography > Video Production #1082 in Books > Textbooks > Computer Science > Graphics & Visualization

## Customer Reviews

I bought the Kindle version of this book. It is a good reference that one should read if they are going to program for OpenGL ES 2.0. It accurately describes the API calls for basic ES 2.0 programming. The code supplied on Google Code is clear in its application of the API and I consider it to be the most educational part of the book. Be sure to type out the code to reinforce the order and content of the API calls. The annotated code examples in the book explain the code somewhat and you can infer the authors' intent if you Google the terms they use and consult other references of the OpenGL programmable pipeline. Make no mistake, this is a difficult read. It requires prior OpenGL knowledge. The section "Intended Audience" is somewhat revealing about prerequisite knowledge. If you have no OpenGL experience, you will have to re-read every chapter several times, look up unfamiliar terms and follow unrelated tutorials available on the internet for the material to make sense (at least that's what I had to do). The last sentence of the "Intended Audience" section states, "After finishing the book, the reader will be ready to write OpenGL ES 2.0 applications that fully harness the programmable power of embedded graphics hardware." I found that statement to be inaccurate, unless by finishing the book they mean re-reading it several times along with other books that explain what they are talking about better. I wish the authors had provided working code to explain Chapter 12. They provide snippets in the book, but no working example. My main criticism of the book is the annotated code snippets in the book do not explain the concepts well. To be fair, their writing voice may speak to others better than it did to me.

[Download to continue reading...](#)

Programming #8: C Programming Success in a Day & Android Programming In a Day! (C Programming, C++ programming, C++ programming language, Android, Android Programming, Android Games) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++ for beginners, C++, Programming ... Programming, Android, C, C Programming) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.5 with SPIR-V OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3 (8th Edition) OpenGL Programming Guide: The Official Guide to Learning OpenGL, Versions 3.0 and 3.1 (7th Edition) OpenGL Programming Guide: The Official

Guide to Learning OpenGL, Version 4.3 OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL(R), Version 2.1 (6th Edition) Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming) C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA) ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming) FORTRAN Programming success in a day: Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, C++, C, C programming, ... Programming, MYSQL, SQL Programming) Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java) Parallel Programming: Success in a Day: Beginners' Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel Programming, Programming, ... C++ Programming, Multiprocessor, MPI) Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP) Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming) R Programming: Learn R Programming In A DAY! - The Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R Programming, ... Course, R Programming Development Book 1) WebGL Programming Guide: Interactive 3D Graphics Programming with WebGL (OpenGL) XML Programming Success in a Day: Beginner's Guide to Fast, Easy, and Efficient Learning of XML Programming (XML, XML Programming, Programming, XML Guide, ... XSL, DTD's, Schemas, HTML5, JavaScript)

[Dmca](#)