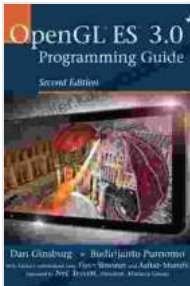


Master OpenGL ES with Dan Ginsburg's Programming Guide



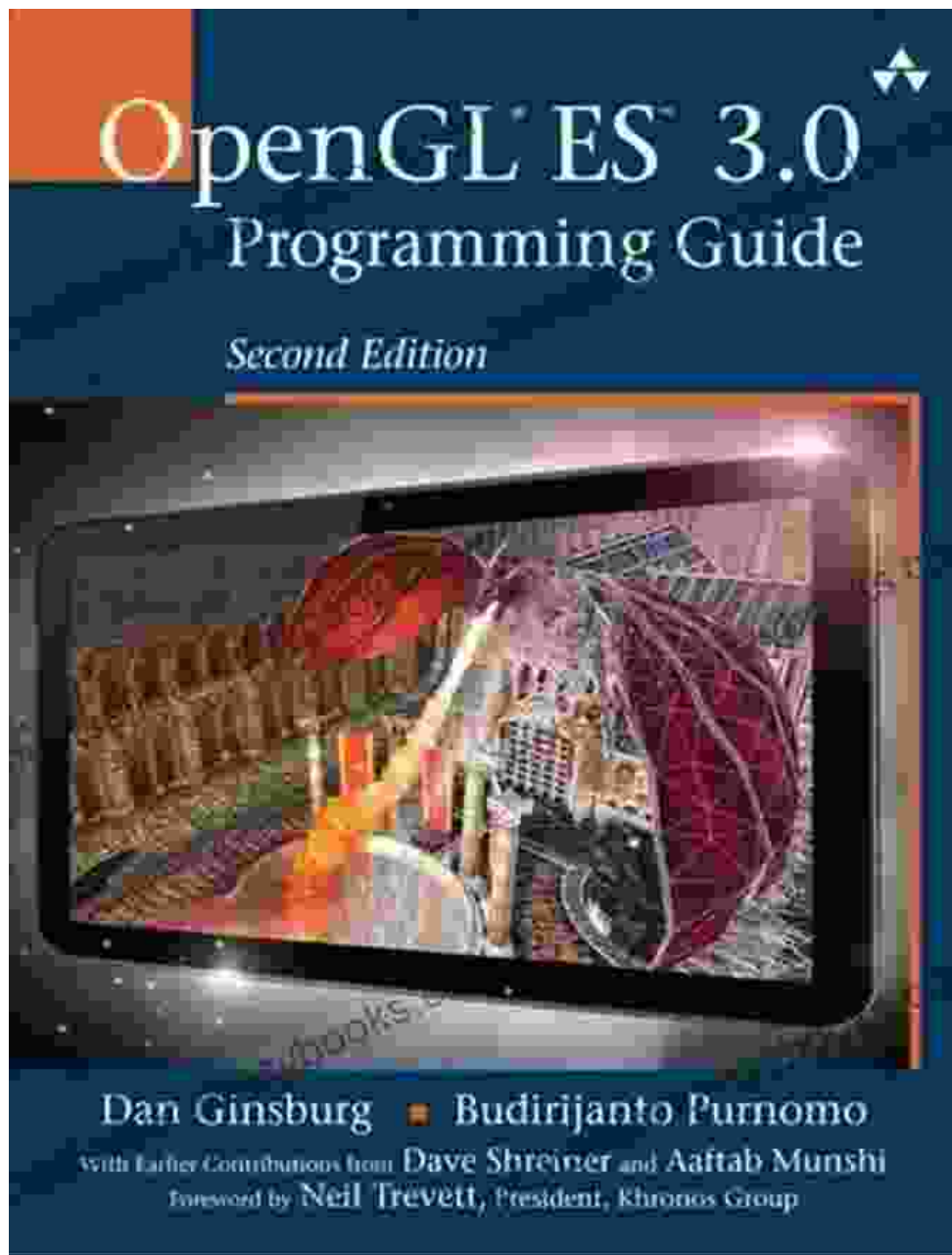
OpenGL ES 3.0 Programming Guide by Dan Ginsburg

★★★★☆ 4.1 out of 5

Language : English
File size : 46682 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 560 pages



Unlock the power of 3D graphics on mobile and embedded devices



OpenGL ES is the leading 3D graphics API for mobile and embedded devices. It provides developers with a powerful and efficient way to create stunning 3D graphics on a wide range of devices, from smartphones and tablets to smart TVs and game consoles.

If you're interested in learning how to use OpenGL ES to create 3D graphics, then Dan Ginsburg's OpenGL ES Programming Guide is the

perfect book for you. This comprehensive guide covers everything you need to know, from the basics of OpenGL ES to advanced techniques like vertex and fragment shaders.

Dan Ginsburg is a world-renowned expert on OpenGL ES. He has been working with OpenGL ES for over 15 years, and he has authored several books and articles on the subject. He is also a regular speaker at industry conferences.

In his OpenGL ES Programming Guide, Dan Ginsburg provides clear and concise explanations of all the essential concepts of OpenGL ES. He also includes plenty of real-world examples to help you understand how to use OpenGL ES to create your own 3D graphics applications.

Whether you're a beginner or an experienced programmer, Dan Ginsburg's OpenGL ES Programming Guide is an invaluable resource. It will help you to learn the fundamentals of OpenGL ES and to master advanced techniques.

What's inside the book?

- An overview of OpenGL ES and its history
- A detailed explanation of the OpenGL ES API
- Coverage of advanced techniques like vertex and fragment shaders
- Real-world examples to help you understand how to use OpenGL ES
- Advice on optimizing your OpenGL ES code

Who is this book for?

This book is for anyone who wants to learn how to use OpenGL ES to create 3D graphics. It is suitable for both beginners and experienced programmers.

If you're a beginner, this book will teach you the fundamentals of OpenGL ES and help you to get started with creating your own 3D graphics applications.

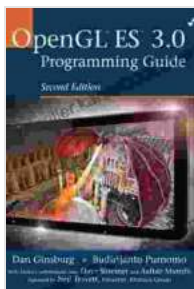
If you're an experienced programmer, this book will help you to master advanced techniques like vertex and fragment shaders. You'll also learn how to optimize your OpenGL ES code for performance.

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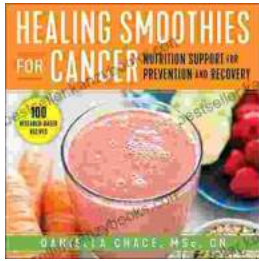


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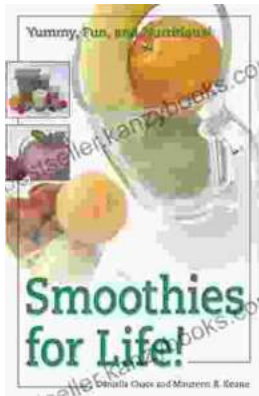
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