

# OpenGL<sup>®</sup> ES 2.0 Programming Guide



Includes  
**iPhone**  
Development

Aaftab Munshi ■ Dan Ginsburg ■ Dave Shreiner  
*Foreword by Neil Trevett, President, Khronos Group*

# OpenGL ES 2programming Guide

**Lauren Darcey,Shane Conder**



## **OpenGL ES 2 programming Guide:**

**OpenGL ES 2.0 Programming Guide** Aaftab Munshi, Dan Ginsburg, Dave Shreiner, 2008-07-24 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, varying, 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.

*The OpenGL ES 2.0 Programming Guide* Aaftab Munshi, Dan Ginsburg, Dave Shreiner, 2009. The first comprehensive guide to developing 3D graphic applications on mobile devices from the leading authorities on OpenGL ES.

**OpenGL ES 3.0 Programming Guide** Dan Ginsburg, Budirijanto Purnomo, Dave Shreiner, Aaftab Munshi, 2014. This text details the entire OpenGL ES 3.0 pipeline with detailed examples in order to provide a guide for developing a wide range of high-performance 3D applications for embedded devices.

**OpenGL® ES 2.0 Programming Guide** Aaftab Munshi, Dave Shreiner, Dan Ginsburg, 2008. 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

**OpenGL ES 2 for Android** Kevin Brothaler, 2013-06-26 Printed in full color Android is booming like never before with millions of devices shipping every day It s never been a better time to learn how to create your own 3D games and live wallpaper for Android You ll find out all about shaders and the OpenGL pipeline and discover the power of OpenGL ES 2.0 which is much more feature rich than its predecessor If you can program in Java and you have a creative vision that you d like to share with the world then this is the book for you This book will teach you everything you need to know to create compelling graphics on Android You ll learn the basics of OpenGL by building a simple game of air hockey and along the way you ll see how to initialize OpenGL and program the graphics pipeline using shaders Each lesson builds upon the one before it as you add colors shading 3D projections touch interaction and more Then you ll find out how to turn your idea into a live wallpaper that can run on the home screen You ll learn about more advanced effects involving particles lighting models and the depth buffer You ll understand what to look for when debugging your program and what to watch out for when deploying to the market OpenGL can be somewhat of a dark art to the uninitiated As you read this book you ll learn each new concept from first principles You won t just learn about a feature you ll also understand how it works and why it works the way it does Everything you learn is forward compatible with the just released OpenGL ES 3 and you can even apply these techniques to other platforms such as iOS or HTML5 WebGL

[Raspberry Pi GPU Audio Video Programming](#) Jan Newmarch, 2016-12-19 Delve into the Broadcom VideoCore GPU used on the Raspberry Pi and master topics such as OpenGL ES and OpenMAX Along the way you ll also learn some Dispmanx OpenVG and GPGPU programming The author Jan Newmarch bumped into a need to do this kind of programming while trying to turn the RPi into a karaoke machine with the CPU busting its gut rendering MIDI files there was nothing left for showing images such as karaoke lyrics except for the GPU and nothing really to tell him how to do it Raspberry Pi GPU Audio Video Programming scratches his itch and since he had to learn a lot about RPi GPU programming he might as well share it with you What

started as a side issue turned into a full blown project of its own and this stuff is hard What You ll Learn Use Dispmnx and EGL on Raspberry Pi Work with OpenMAX and its components state IL Client Library Buffers and more on RPi Process images and video on RPi Handle audio on RPi Render OpenMAX to OpenGL on the RPi Play multimedia files on the RPi Use OpenVG for text processing and more Master overlays Who This Book Is For You should be comfortable with C programming and at least some concurrency and thread programming using it This book is for experienced programmers who are new or learning about Raspberry Pi

*WebGL Programming Guide* Kouichi Matsuda,Rodger Lea,2013-07-04 Using WebGL you can create sophisticated interactive 3D graphics inside web browsers without plug ins WebGL makes it possible to build a new generation of 3D web games user interfaces and information visualization solutions that will run on any standard web browser and on PCs smartphones tablets game consoles or other devices WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming even if you have no prior knowledge of HTML5 JavaScript 3D graphics mathematics or OpenGL You ll learn step by step through realistic examples building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL Media 3D graphics and WebGL pioneers Dr Kouichi Matsuda and Dr Rodger Lea offer easy to understand tutorials on key aspects of WebGL plus 100 downloadable sample programs each demonstrating a specific WebGL topic You ll move from basic techniques such as rendering animating and texturing triangles all the way to advanced techniques such as fogging shadowing shader switching and displaying 3D models generated by Blender or other authoring tools This book won t just teach you WebGL best practices it will give you a library of code to jumpstart your own projects Coverage includes WebGL s origin core concepts features advantages and integration with other web standards How and basic WebGL functions work together to deliver 3D graphics Shader development with OpenGL ES Shading Language GLSL ES 3D scene drawing representing user views controlling space volume clipping object creation and perspective Achieving greater realism through lighting and hierarchical objects Advanced techniques object manipulation heads up displays alpha blending shader switching and more Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings This is the newest text in the OpenGL Technical Library Addison Wesley s definitive collection of programming guides an reference manuals for OpenGL and its related technologies The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application programming libraries including OpenGL ES and OpenCL All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group the industry consortium guiding the evolution of modern open standards media APIs

*Game and Graphics Programming for iOS and Android with OpenGL ES 2.0* Romain Marucchi-Foino,2012-01-30 Develop graphically sophisticated apps and games today The smart phone app market is progressively growing and there is new market gap to fill that requires more graphically sophisticated applications and games Game and Graphics Programming for iOS and Android with OpenGL ES 2 0

quickly gets you up to speed on understanding how powerful OpenGL ES 2.0 technology is in creating apps and games for amusement and effectiveness. Leading you through the development of a real world mobile app with live code, this text lets you work with all the best features and tools that OpenGL ES 2.0 has to offer. Provides a project template for iOS and Android platforms. Delves into OpenGL features including drawing, canvas, geometry, lighting effects, character animation, and more. Offers explanation of full function 2D and 3D graphics on embedded systems. Addresses the principal technology for hardware accelerated graphical rendering. Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 offers important need to know information if you're interested in striking a perfect balance between aesthetics and functionality in apps.

**Learn BlackBerry Games Development** Carol Hamer, Andrew Davison, 2010-04-29 BlackBerry smart phones aren't just for business. In fact, throw away that boring spreadsheet, tear up that yearly budget report: the BlackBerry is a lean mean game playing machine. Carol Hamer and Andrew Davison, expert software game developers, show you how to leverage the BlackBerry Java™ Development Environment based on Java ME to design and create fun, sophisticated game applications from role playing to dueling with light sabers. The BlackBerry, not as clumsy or as random as a blaster, an elegant device for a more civilized age. In this book, Carol and Andrew give you the professional techniques you need to use music, 2D and 3D graphics, maps, and game design patterns to build peer to peer games, role playing games, and more for the BlackBerry.

*Android Wireless Application Development Volume II Barnes & Noble Special Edition* Lauren Darcey, Shane Conder, 2013-04-30 Android Wireless Application Development has earned a reputation as the most useful real world guide to building robust commercial grade Android apps. To accommodate their extensive new coverage, the authors have split the book into two leaner, cleaner volumes. This Volume II focuses on advanced techniques for the entire app development cycle, covers hot topics ranging from tablet development to protecting against piracy, and demonstrates advanced techniques for everything from data integration and UI development to in app billing. Every chapter has been thoroughly updated to reflect the latest SDKs, tools, and devices. The sample code has been completely overhauled and is available on the CD. Drawing on decades of in the trenches experience as professional mobile developers, the authors also provide even more tips and best practices for highly efficient development. This new edition covers advanced app design with async processing services, SQLite databases, content providers, intents, and notifications. Sophisticated UI development including input gathering via gestures and voice recognition. Developing accessible and internationalized mobile apps. Maximizing integrated search, cloud based services, and other exclusive Android features. Leveraging Android 4.0 APIs for networking, web, location services, the camera, telephony, and hardware sensors. Building richer apps with 2D/3D graphics, OpenGL ES, and RenderScript animation, and the Android NDK. Tracking app usage patterns with Google Analytics. Streamlining testing with the Android Debug Bridge. This book is an indispensable resource for every intermediate to advanced level Java developer now participating in Android development, and for every seasoned mobile developer who wants to take full advantage of the newest Android.

platform and hardware This book includes a fully functional application and two exclusive appendices a rundown of the Java syntax commonly used in Android and a walkthrough of the application About the CD ROM The accompanying CD ROM contains all the sample code that is presented in the book organized by chapter      **Expert Android** Satya Komatineni,Dave MacLean,2013-08-24 From the leading publisher of Android books Apress Expert Android gives you advanced techniques for customizing views controls and layouts You ll learn to develop apps in record time using JSON Advanced Form Processing and the BaaS Backend As A Service platform Parse The book also includes extensive coverage on OpenGL Search and Telephony With these advanced and time saving technologies you ll be able to release compelling mobile applications in Google Play and the Amazon Appstore at a rapid pace In Expert Android you ll learn to Borrow reuse or build custom Android UI components Create 3D experiences using OpenGL ES 2 0 Write collaborative applications in the Parse cloud and communicate with your app user community through Parse Push Technology Reduce the time to market while creating rock solid apps for multiple devices Whether you are an individual or enterprise developer in Expert Android you ll find the advanced techniques and practices to take your mobile apps to the next level Regardless of the Android release this book serves as your definitive capstone reference for your Apress Android experience      *Metal Programming Guide* Janie Clayton,2017-12-05 Master Metal The Next Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics games scientific programming visualization and GPU accelerated machine learning Metal Programming Guide is the authoritative practical guide to Metal for all iOS programmers who are interested in graphics programming but don t know where to start Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing combining easy to understand conceptual explanations with well tested Swift 4 Xcode 9 sample code available for download at GitHub Clayton introduces the essential Metal graphics and math concepts every graphics programmer needs to know She also discusses key graphics specific libraries concepts and Metal Classes presenting techniques and examples you ll find valuable for both graphics and data processing Clayton also provides coverage of the Metal Compute Pipeline demonstrating practical GPU programming applications ranging from image processing to neural networking Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender Maya and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general purpose computing applications Get started with the Metal Performance Shaders Framework      WebGL Insights Patrick Cozzi,2015-08-06 Given its ubiquity plugin free deployment and ease of development the adoption of WebGL is on the rise Skilled WebGL developers provide organizations with the ability to develop and implement efficient and robust solutions creating a growing demand for skilled WebGL

developers WebGL Insights shares experience backed lessons learned by the WebGL      Advanced Android Application Development Joseph Annuzzi Jr., Lauren Darcey, Shane Conder, 2014-11-11 Advanced Android™ Application Development Fourth Edition is the definitive guide to building robust commercial grade Android apps Systematically revised and updated this guide brings together powerful advanced techniques for the entire app development cycle including design coding testing debugging and distribution With the addition of quizzes and exercises in every chapter it is ideal for both professional and classroom use An outstanding practical reference for the newest Android APIs this guide provides in depth explanations of code utilizing key API features and includes downloadable sample apps for nearly every chapter Together they provide a solid foundation for any modern app project Throughout the authors draw on decades of in the trenches experience as professional mobile developers to provide tips and best practices for highly efficient development They show you how to break through traditional app boundaries with optional features including the Android NDK Google Analytics and Android Wear APIs and Google Play Game Services New coverage in this edition includes Integrating Google Cloud Messaging into your apps Utilizing the new Google location and Google Maps Android APIs Leveraging in app billing from Google Play as well as third party providers Getting started with the Android Studio IDE Localizing language and using Google Play App Translation services Extending your app s reach with Lockscreen widgets and DayDreams Leveraging improvements to Notification Web SMS and other APIs Annuzzi has released new source code samples for use with Android Studio The code updates are posted to the associated blog site <http://advancedandroidbook.blogspot.com> This title is an indispensable resource for intermediate to advanced level Java programmers who are now developing for Android and for seasoned mobile developers who want to make the most of the new Android platform and hardware This revamped newly titled edition is a complete update of Android™ Wireless Application Development Volume II Advanced Topics Third Edition      **Android Wireless Application Development** Shane Conder, Lauren Darcey, 2010-12-16 Android Wireless Application Development Second Edition Lauren Darcey Shane Conder Special Edition Includes Bonus CD The start to finish guide to Android application development massively updated for the newest SDKs and developer techniques This book delivers all the up to date information tested code and best practices you need to create and market successful mobile apps with the latest versions of Android Drawing on their extensive experience with mobile and wireless development Lauren Darcey and Shane Conder cover every step concept design coding testing packaging and delivery The authors introduce the Android platform explain the principles of effective Android application design and present today s best practices for crafting effective user interfaces Next they offer detailed coverage of each key Android API including data storage networking telephony location based services multimedia 3D graphics and hardware Every chapter of this edition has been updated for the newest Android SDKs tools utilities and hardware All sample code has been overhauled and tested on leading devices from multiple companies including HTC Motorola and ARCHOS Many new examples have been added including complete new applications



This new edition also adds Nine new chapters covering web APIs the Android NDK extending application reach managing users data synchronization backups advanced user input and more Greatly expanded coverage of Android manifest files content providers app design and testing New coverage of hot topics like Bluetooth gestures voice recognition App Widgets live folders live wallpapers and global search Updated 3D graphics programming coverage reflecting OpenGL ES 2.0 An all new chapter on tackling cross device compatibility issues from designing for the smallest phones to the big new tablets hitting the market Even more tips and tricks to help you design develop and test applications for different devices A new appendix full of Eclipse tips and tricks This book is an indispensable resource for every member of the Android development team software developers with all levels of mobile experience team leaders and project managers testers and QA specialists software architects and even marketers About the CD ROM The accompanying CD ROM contains all the sample code that is presented in the book organized by chapter as well as a new sample application that combines many of the individual lessons learned into a single cohesive sample This new application is referred to and discussed in Appendix G A Brief Walkthrough of an Android Application from Start to Finish Programming Java

*OpenGL Programming Guide* Dave Shreiner, 2010 OpenGL is a powerful software interface used to produce high quality computer generated images and interactive applications using 2D and 3D objects bitmaps and color images The OpenGL Programming Guide Seventh Edition provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library The previous edition covered OpenGL through Version 2.1 This seventh edition of the best selling red book describes the latest features of OpenGL Versions 3.0 and 3.1 You will find clear explanations of OpenGL functionality and many basic computer graphics techniques such as building and rendering 3D models interactively viewing objects from different perspective points and using shading lighting and texturing effects for greater realism In addition this book provides in depth coverage of advanced techniques including texture mapping antialiasing fog and atmospheric effects NURBS image processing and more The text also explores other key topics such as enhancing performance OpenGL extensions and cross platform techniques This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1 including Using framebuffer objects for off screen rendering and texture updates Examples of the various new buffer object types including uniform buffer objects transform feedback buffers and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language GLSL and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL The OpenGL Technical Library provides tutorial and reference books for OpenGL The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential Originally developed by SGI the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group an industry consortium

responsible for guiding the evolution of OpenGL and related technologies

### **Learning Html5 by Creating Fun Games**

Rodrigo Silveira,2013-01-01 By teaching HTML5 by developing exciting games the reader will see concrete applications for each of the concepts and will also have a powerful deliverable at the end of each chapter a fully functional game We learn the various concepts using very abstract examples how to model animals foods or fictitious machines This makes learning and understanding a lot easier and much more enjoyable If you are are looking to get a good grounding in how to use the new awesome technology that is HTML5 this book is for you Basic knowledge of HTML and or HTML5 is welcome but optional The book is a friendly and exciting reference for beginners GPU Pro 360 Guide to Mobile Devices Wolfgang

Engel,2018-09-03 Wolfgang Engel s GPU Pro 360 Guide to Mobile Devices gathers all the cutting edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers computer graphics in mobile devices This volume is complete with 18 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways GPU Pro 360 Guide to Mobile Devices is comprised of ready to use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise Key Features Presents tips tricks on real time rendering of special effects and visualization data on common consumer software platforms such as PCs video consoles mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in rapidly evolving field of real time rendering Takes practical approach that helps graphics programmers solve their daily challenges The Android Developer's Collection (Collection) James Steele,Nelson To,Shane Conder,2011-12-09 The Android Developer s Collection includes two highly successful Android application development eBooks The Android Developer s Cookbook Building Applications with the Android SDK Android Wireless Application Development Second Edition This collection is an indispensable resource for every member of the Android development team software developers with all levels of mobile experience team leaders and project managers testers and QA specialists software architects and even marketers Completely up to date to reflect the newest and most widely used Android SDKs The Android Developer s Cookbook is the essential resource for developers building apps for any Android device from phones to tablets Proven modular recipes take you from the absolute basics to advanced location based services security techniques and performance optimization You ll learn how to write apps from scratch ensure interoperability choose the best solutions for common problems and avoid development pitfalls Android Wireless Application Development Second Edition delivers all the up to date information tested code and best practices you need to create and market successful mobile apps with the latest versions of Android Drawing on their extensive experience with mobile and wireless development Lauren Darcey and Shane Conder cover every step concept design coding testing packaging and delivery Every chapter of this edition has been updated for the newest Android SDKs tools utilities and hardware All sample code has been overhauled and tested on leading devices from multiple companies including HTC Motorola and ARCHOS Many new examples have been added including

complete new applications In this collection coverage includes Implementing threads services receivers and other background tasks Providing user alerts Organizing user interface layouts and views Managing user initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS Web browsing and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs using the Android NDK extending application reach managing users synchronizing data managing backups and handling advanced user input Editing Android manifest files registering content providers and designing and testing apps Working with Bluetooth voice recognition App Widgets live folders live wallpapers and global search Programming 3D graphics with OpenGL ES 2 0

**Android Wireless Application Development** Lauren Darcey,Shane Conder,2012 The authors offer a learning resource to anyone who wishes to become a mobile developer using the Android platform The text covers application design development debugging packaging distribution much more

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