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OpenGL ES 3.0 Programming Guide - GitHub

Learning Modern 3D Graphics Programming: another modern OpenGL tutorial, requiring v3.3 or later, MIT license (source repository) Learn OpenGL ES: Detailed, step-by-step OpenGL ES tutorials in Java for Android, and a bit of WebGL as well, CC-BY-SA 3.0 license (source repository – Apache License 2)

OpenGL Programming - Wikibooks, open books for an open world

OpenGL 4.0 was released alongside version 3.3. It was designed for hardware able to support Direct3D 11. As in OpenGL 3.0, this version of OpenGL contains a high number of fairly inconsequential extensions, designed to thoroughly expose the abilities of Direct3D 11-class hardware. Only the most influential extensions are listed below.

OpenGL - Wikipedia

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Contents 1 Introduction 1.1 What is the OpenGL ES Graphics System? 1.2 Programmer ' s View of OpenGL ES 1

OpenGL ES 3.0.6 (November 1, 2019) - Khronos Group

You really need to already understand all the concepts of OpenGL, C style programming languages, and 3D programming in general before this book will be of any use to you. It is geared toward people who are ready to move from an older version to 3.0. We are not looking at a book that starts with a small sample and takes you to the end of a project.

Amazon.com: Customer reviews: OpenGL ES 3.0 Programming ...

OpenGL ES 3.0. OpenGL ES 3.0 is new in iOS 7. Your app can use features introduced in OpenGL ES 3.0 to implement advanced graphics programming techniques—previously available only on desktop-class hardware and game consoles—for faster graphics performance and compelling visual effects. Some key features of OpenGL ES 3.0 are highlighted below.

OpenGL ES Design Guidelines - Apple Developer

In the OpenGL ® ES ™ 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.

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