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## **Apple OpenGL ES Programming Guide**

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comprehensive  
introduction to OpenGL  
ES concepts. OpenGL®

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Shading Language, Third Edition , also published by Addison-Wesley, provides many shading algorithms useable in your OpenGL ES app.

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

The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or

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battery life. In the  
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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  
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## **OpenGL ES 3.0 Programming Guide, 2/e on Apple Books**

OpenGL ES 3.0 for Apple A7 GPUs and Later For best performance and to access all of the features of modern GPUs, your app should use Metal. However, if your app is using OpenGL ES, use OpenGL ES 3.0. Using OpenGL ES 3.0 gives you access to new

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features and a larger pool of rendering resources.

### **OpenGL ES 3.0 for Apple A7 GPUs and Later**

OpenGL ES 1.1 provides only a basic fixed-function graphics pipeline. iOS supports OpenGL ES 1.1 primarily for backward compatibility. If you are maintaining an OpenGL ES 1.1 app, consider updating your code for



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## **OpenGL ES Design Guidelines - Apple Developer**

Publisher Description  
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technology underlies  
the user interface and  
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as devices ranging from video-game consoles and aircraft-cockpit displays to non-Apple smartphones.

## **Learning OpenGL ES for iOS: A Hands-on Guide to Modern 3D**

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OpenGL ES 2.0 is the baseline profile for iOS devices, featuring a configurable graphics pipeline based on programmable shaders. OpenGL ES

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1.1 provides only a basic fixed-function graphics pipeline and is available in iOS primarily for backward compatibility.

### **Checklist for Building OpenGL ES Apps for iOS - Apple Inc.**

Instanced drawing is available in the core OpenGL ES 3.0 API and in OpenGL ES 2.0 through the `EXT_draw_instanced`

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and

EXT\_instanced\_arrays extensions. Minimize OpenGL ES Memory Usage. Your iOS app shares main memory with the system and other iOS apps.

Memory allocated for OpenGL ES reduces the memory available for other uses in your app.

### **Tuning Your OpenGL ES App - Apple Developer**

OpenGL ES 2.0 and 3.0

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apps can either set a constant vertex attribute or use a uniform shader value to hold the value instead. OpenGL ES 1.1 app should use a per-vertex attribute function such as `glColor4ub` or `glTexCoord2f` instead. Use the Smallest Acceptable Types for Attributes

**Best Practices for  
Working with Vertex**

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**Data - Apple Inc.**

Handling Vector and Matrix Math. Migrating from the OpenGL ES 1.1 Fixed-Function Pipeline. Loading Texture Data. Drawing to Other Rendering Destinations. Creating a Framebuffer Object. Creating Offscreen Framebuffer Objects. Using Framebuffer Objects to Render to a Texture. Rendering to a Core Animation Layer.

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## **Best Practices for Shaders - Apple Developer**

OpenGL ES 3.0  
Programming Guide  
This repository  
contains the sample  
code for the OpenGL  
ES 3.0 Programming  
Guide by Addison-  
Wesley Professional ([http://www.opengles-  
book.com](http://www.opengles-book.com)).

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The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the OpenGL<sup>®</sup> ES<sup>™</sup> 3.0 Programming Guide, Second Edition, the authors cover the

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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.

**OpenGL ES 3.0  
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Ginsburg, Dan,  
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**OpenGL ES 3.0  
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OpenGL for Embedded Systems (OpenGL ES or GLES) is a subset of the OpenGL computer graphics rendering application programming interface (API) for rendering 2D and 3D computer graphics such as those used by video games, typically hardware-accelerated using a graphics processing

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unit (GPU). It is designed for embedded systems like smartphones, tablet computers, video game consoles and PDAs.

## **OpenGL ES - Wikipedia**

Question: Q: OPENGL ES Programming I want to get into the whole OPEN-GL aspect of programming on the iPhone. It is very difficult to find a lot of useful information.

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## **OPENGL ES Programming - Apple Community**

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

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provide more understanding if you have no OpenGL experience.

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

OpenGL ES 2.0  
Programming Guide  
OpenGL ES 2.0 is the latest version of a cross-platform, low-level graphics API to utilize these new resources available in

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embedded devices.

The OpenGL ES 2.0 Programming Guide published by Addison-Wesley Publishing aims to help the reader make use of the full power of OpenGL ES 2.0 to create interesting 3D ...

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