

OpenGL ES 3.0 Programming Guide

Second Edition



Dan Ginsburg ■ **Budirijanto Purnomo**

With Earlier Contributions from **Dave Shreiner** and **Aaftab Munshi**
Foreword by **Neil Trevett**, President, Khronos Group

Opengl Es 30 Programming Guide

**Aaftab Munshi, Dan Ginsburg, Dave
Shreiner**



OpenGL ES 30 Programming Guide:

OpenGL ES 3.0 Programming Guide Dan Ginsburg, Budirijanto Purnomo, Dave Shreiner, Aaftab Munshi, 2014-02-28

OpenGL ES™ is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. 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 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. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows, OpenGL ES 3.0 Emulation, and Ubuntu Linux, and the authors demonstrate how to build OpenGL ES code for each platform. Coverage includes EGL API, communicating with the native windowing system, choosing configurations, and creating rendering contexts and surfaces. Shaders: creating and attaching shader objects, compiling shaders, checking for compile errors, creating, linking, and querying program objects, and using source shaders and program binaries. OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, IO variables, precision qualifiers, and invariance. Geometry: vertices and primitives, inputting geometry into the pipeline, and assembling it into primitives. 2D/3D: Cubemap, Array texturing, creation, loading, and rendering, texture wrap modes, filtering, and formats, compressed textures, sampler objects, immutable textures, pixel unpack, buffer objects, and mipmapping. Fragment shaders: multitexturing, fog, alpha test, and user clip planes. Fragment operations: scissor, stencil, and depth tests, multisampling, blending, and dithering. Framebuffer objects, rendering to offscreen surfaces for advanced effects. Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing. Sync objects and fences, synchronizing within host application and GPU execution. This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0, along with all of the types, operators, qualifiers, built-ins, and functions in the OpenGL ES Shading Language.

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

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 Open GL 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

Emerging Research in Computing, Information, Communication and Applications N. R. Shetty, N.H. Prasad, N. Nalini, 2015-07-17 This proceedings volume covers the proceedings of ERCICA 2015 ERCICA provides an interdisciplinary forum for researchers professional engineers and scientists educators and technologists to discuss debate and promote research and technology in the upcoming areas of Computing Information Communication and their Applications The contents of this book cover emerging research areas in fields of Computing Information Communication and Applications This will prove useful to both researchers and practicing engineers

OpenGL Distilled Paul Martz, 2006-02-27 OpenGL opens the door to the world of high quality high performance 3D computer graphics The preferred application programming interface for developing 3D applications OpenGL is widely used in video game development visualization and simulation CAD virtual reality modeling and computer generated animation OpenGL Distilled provides the fundamental information you need to start programming 3D graphics from setting up an OpenGL development environment to creating realistic textures and shadows Written in an engaging easy to follow style this book makes it easy to find the information you re looking for You ll quickly learn the essential and most often used features of OpenGL 2 0 along with the best coding practices and troubleshooting tips Topics include Drawing and rendering geometric data such as points lines and polygons Controlling color and lighting to create elegant graphics Creating and orienting views Increasing image realism with texture mapping and shadows Improving rendering performance Preserving graphics integrity across platforms A companion Web site includes complete source code examples color versions of special effects described in the book and additional resources

Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 Romain Marucchi-Foino, 2012-01-18 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 Open GL 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 iOS 7 Programming Pushing the Limits Rob Napier, Mugunth Kumar, 2014-01-28 Get ready to create killer apps for iPad and iPhone on the new iOS 7 With Apple's introduction of iOS 7 demand for developers who know the new iOS will be high You need in depth information about the new characteristics and capabilities of iOS 7 and that's what you'll find in this book If you have experience with C or C++ this guide will show you how to create amazing apps for iPhone iPad and iPod touch You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0 Advanced topics such as security services running on multiple iPlatforms and local networking with Core Bluetooth are also covered Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7 information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking security services running apps on multiple iPlatforms and iDevices enabling in app purchases advanced text layout and building a core foundation Also covers REST advanced GCD internationalization and localization and local networking with Core Bluetooth iOS 7 Programming Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer

Supercomputing Frontiers David Abramson, Bronis R. de Supinski, 2019-06-07 This open access book constitutes the refereed proceedings of the 5th Asian Supercomputing Conference SCFA 2019 held in Singapore in March 2019 The 6 full papers presented in this book were carefully reviewed and selected from 33 submissions They cover a range of topics including memory fault handling linear algebra image processing heterogeneous computing resource usage prediction and data caching

OpenCL Programming Guide Aaftab Munshi, Benedict Gaster, Timothy G. Mattson, Dan Ginsburg, 2011-07-07 Using the new OpenCL Open Computing Language standard you can write applications that access all available programming resources CPUs GPUs and other processors such as DSPs and the Cell BE processor Already implemented by Apple AMD Intel IBM NVIDIA and other leaders OpenCL has outstanding potential for PCs servers handheld embedded devices high performance computing and even cloud systems This is the first comprehensive authoritative and practical guide to OpenCL 1.1 specifically for working developers and software architects Written by five leading OpenCL authorities OpenCL Programming Guide covers the entire specification It reviews key use cases shows how OpenCL can express a wide range of parallel algorithms and offers complete reference material on both the API and OpenCL C programming language Through complete case studies and downloadable code examples the authors show how to write complex parallel programs that decompose workloads across many different devices They also present all the essentials of OpenCL software performance optimization including probing and adapting to hardware Coverage includes Understanding OpenCL's architecture concepts terminology goals and rationale Programming with OpenCL C and the runtime API Using buffers sub buffers images samplers and events Sharing and synchronizing data with OpenGL and Microsoft's Direct3D Simplifying development with the C Wrapper API Using OpenCL Embedded Profiles to support devices ranging from

cellphones to supercomputer nodes Case studies dealing with physics simulation image and signal processing such as image histograms edge detection filters Fast Fourier Transforms and optical flow math libraries such as matrix multiplication and high performance sparse matrix multiplication and more Source code for this book is available at <https://code.google.com/p/opengl-book-samples/>

Learning OpenGL ES for iOS Erik Buck, 2012-07-31 Get Started Fast with Modern OpenGL ES Graphics Programming for iPhone iPod touch and iPad OpenGL ES technology underlies the user interface and graphical capabilities of Apple's iPhone iPod touch and iPad as well as devices ranging from video game consoles and aircraft cockpit displays to non Apple smartphones In this friendly thorough introduction Erik M Buck shows how to make the most of OpenGL ES in Apple's iOS environment This highly anticipated title focuses on modern efficient approaches that use the newest versions of OpenGL ES helping you avoid the irrelevant obsolete and misleading techniques that litter the Internet Buck embraces Objective C and Cocoa Touch showing how to leverage Apple's powerful elegant GLKit framework to maximize your productivity achieve tight platform integration and deliver exceptionally polished apps If you've written C or C++ code and know object oriented programming basics this title brings together everything you need to fully master OpenGL ES graphics for iOS including downloadable examples specifically designed to jumpstart your own projects Coverage includes Understanding core OpenGL ES computer graphics concepts and iOS graphics architecture Integrating Cocoa Touch with OpenGL ES to leverage the power of Apple's platform Creating textures from start to finish opacity blending multi texturing and compression Simulating ambient diffuse and specular light Using transformations to render 3D geometric objects from any point of view Animating scenes by controlling time through application logic Partitioning data to draw expansive outdoor scenes with rolling terrain Detecting and handling user interaction with 3D geometry Implementing special effects ranging from skyboxes to particles and billboards Systematically optimizing graphics performance Understanding the essential linear algebra concepts used in computer graphics Designing and constructing a complete simulation that incorporates everything you've learned

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

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

iPhone 3D Programming Philip Rideout, 2010-05-03 What does it take to build an iPhone app with stunning 3D graphics This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS including the iPad and iPod Touch with no iPhone development or 3D graphics experience required iPhone 3D Programming provides clear step by step instructions as well as lots of practical advice for using the iPhone SDK and OpenGL You'll build several graphics programs progressing from simple to more complex examples that focus on lighting textures blending augmented reality optimization for performance and speed and much more All you need to get started is a solid understanding of C and a great idea for an app Learn fundamental graphics concepts including transformation matrices quaternions and more Get set up for iPhone development with the Xcode environment Become familiar with versions 1.1 and 2.0 of the OpenGL ES API and learn to use vertex buffer objects lighting texturing and shaders Use the iPhone's touch screen compass and accelerometer to build interactivity into graphics applications Build iPhone graphics applications such as a 3D wireframe viewer a simple augmented reality application a spring system simulation and more

Visualization Handbook Charles D. Hansen, Chris R. Johnson, 2011-08-30 The

Visualization Handbook provides an overview of the field of visualization by presenting the basic concepts providing a snapshot of current visualization software systems and examining research topics that are advancing the field This text is intended for a broad audience including not only the visualization expert seeking advanced methods to solve a particular problem but also the novice looking for general background information on visualization topics The largest collection of state of the art visualization research yet gathered in a single volume this book includes articles by a who s who of international scientific visualization researchers covering every aspect of the discipline including Virtual environments for visualization Basic visualization algorithms Large scale data visualization Scalar data isosurface methods Visualization software and frameworks Scalar data volume rendering Perceptual issues in visualization Various application topics including information visualization Edited by two of the best known people in the world on the subject chapter authors are authoritative experts in their own fields Covers a wide range of topics in 47 chapters representing the state of the art of scientific visualization

The Definitive Guide to Modern Java Clients with JavaFX Stephen Chin,Johan Vos,James Weaver,2019-11-12 Build enhanced visual experiences and design and deploy modern easy to maintain client applications across a variety of platforms This book will show you how these applications can take advantage of the latest user interface components 3D technology and cloud services to create immersive visualizations and allow high value data manipulation The Definitive Guide to Modern Java Clients with JavaFX is a professional reference for building Java applications for desktop mobile and embedded in the Cloud age It offers end to end coverage of the latest features in JavaFX and Java 13 After reading this book you will be equipped to upgrade legacy client applications develop cross platform applications in Java and build enhanced desktop and mobile native clients What You Will Learn Create modern client applications in Java using the latest JavaFX and Java 13 Buildenterprise clients that will enable integration with existing cloud services Use advanced visualization and 3D features Deploy on desktop mobile and embedded devices Who This Book Is For Professional Java developers who are interested in learning the latest client Java development techniques to fill out their skillset

Computational Methods in Science and Engineering Gevorg Poghosyan,Ole Kirner,Olaf Schneider,2014-08-22 In this proceedings volume we provide a compilation of article contributions equally covering applications from different research fields and ranging from capacity up to capability computing Besides classical computing aspects such as parallelization the focus of these proceedings is on multi scale approaches and methods for tackling algorithm and data complexity Also practical aspects regarding the usage of the HPC infrastructure and available tools and software at the SCC are presented

Computer Vision and Graphics Leonard Bolc,Juliusz Lech Kulikowski,Konrad Wojciechowski,2009-05-21 This book constitutes the thoroughly refereed post conference proceedings of the International Conference on Computer Vision and Graphics ICCVG 2008 held in Warsaw Poland in November 2008 The 48 revised full papers presented were carefully reviewed and selected from numerous submissions The papers are organized in topical sections on image processing image quality assessment geometrical models

of objects and scenes motion analysis visual navigation and active vision image and video coding virtual reality and multimedia applications biomedical applications practical applications of pattern recognition computer animation visualization and graphical data presentation S60 Programming Paul Coulton, Reuben Charles Edwards, 2007-04-04 Based on the authors experiences in developing and teaching Symbian OS this practical guide is perfect for programmers and provides a series of example based scenarios that show how to develop Symbian applications Exercises walk the reader through the initial development of a console based card game engine to a graphical user interface GUI based two player blackjack game operating over a Bluetooth connection between two mobile phones Addresses how Symbian offers a number of different variants to allow for different user interfaces and screen savers the most prevalent of these is S60 Discusses how the move toward 3G technology has resulted in an increasing need for mobile application development for S60 devices

Learning iOS Game Programming Michael Daley, 2010-09-03 Since the launch of the App Store games have been the hottest category of apps for the iPhone iPod touch and iPad That means your best chance of tapping into the iPhone iPad Gold Rush is to put out a killer game that everyone wants to play and talk about While many people think games are hard to build they can actually be quite easy and Learning iOS Game Programming is your perfect beginner s guide Michael Daley walks you through every step as you build a killer 2D game for the iPhone In Learning iOS Game Programming you ll learn how to build a 2D tile map game Sir Lamorak s Quest The Spell of Release which is free in the App Store You can download and play the game you re going to build while you learn about the code and everything behind the scenes Daley identifies the key characteristics of a successful iPhone game and introduces the technologies terminology and tools you will use Then he carefully guides you through the whole development process from planning storylines and game play all the way through testing and tuning Download the free version of Sir Lamorak s Quest from the App Store today while you learn how to build the game in this book Coverage includes Planning high level game design components and difficulty levels Using game loops to make sure the right events happen at the right time Rendering images creating sprite sheets and building basic animations Using tile maps to build large game worlds from small reusable images Creating fire explosions smoke sparks and other organic effects Delivering great sound via OpenAL and the iPhone s media player Providing game control via iPhone s touch and accelerometer features Crafting an effective intuitive game interface Building game objects and entities and making them work properly Detecting collisions and ensuring the right response to them Polishing testing debugging and performance tuning your game Learning iOS Game Programming focuses on the features concepts and techniques you ll use most often and helps you master them in a real world context This book is 100% useful and 100% practical there s never been an iPhone game development book like it **GPU Parallel Program Development Using CUDA** Tolga

Soyata, 2018-01-19 GPU Parallel Program Development using CUDA teaches GPU programming by showing the differences among different families of GPUs This approach prepares the reader for the next generation and future generations of GPUs

The book emphasizes concepts that will remain relevant for a long time rather than concepts that are platform specific. At the same time, the book also provides platform dependent explanations that are as valuable as generalized GPU concepts. The book consists of three separate parts. It starts by explaining parallelism using CPU multi threading in Part I. A few simple programs are used to demonstrate the concept of dividing a large task into multiple parallel sub tasks and mapping them to CPU threads. Multiple ways of parallelizing the same task are analyzed and their pros cons are studied in terms of both core and memory operation. Part II of the book introduces GPU massive parallelism. The same programs are parallelized on multiple Nvidia GPU platforms and the same performance analysis is repeated. Because the core and memory structures of CPUs and GPUs are different, the results differ in interesting ways. The end goal is to make programmers aware of all the good ideas as well as the bad ideas so readers can apply the good ideas and avoid the bad ideas in their own programs. Part III of the book provides pointers for readers who want to expand their horizons. It provides a brief introduction to popular CUDA libraries such as cuBLAS, cuFFT, NPP, and Thrust; the OpenCL programming language; an overview of GPU programming using other programming languages and API libraries such as Python, OpenCV, OpenGL, and Apple's Swift and Metal; and the deep learning library cuDNN.

Opengl Es 30 Programming Guide Book Review: Unveiling the Power of Words

In a global driven by information and connectivity, the ability of words has be more evident than ever. They have the capacity to inspire, provoke, and ignite change. Such could be the essence of the book **Opengl Es 30 Programming Guide**, a literary masterpiece that delves deep to the significance of words and their affect our lives. Published by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we will explore the book is key themes, examine its writing style, and analyze its overall impact on readers.

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