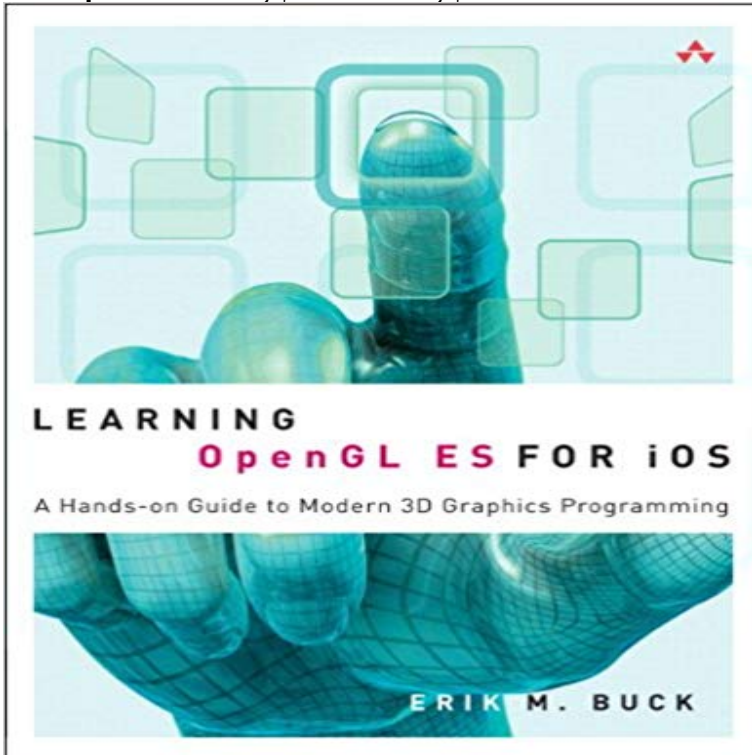


Learning OpenGL ES for iOS: A Hands-on Guide to Modern 3D Graphics Programming



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 Apples iPhone, iPod touch, and iPadas 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 Apples 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 Apples powerful, elegant GLKit framework to maximize your productivity, achieve tight platform integration, and deliver exceptionally polished apps. If youve 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 iOSincluding 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 Apples 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

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