



OpenGL ES 2 for Android: A Quick-Start Guide

By Kevin Brothaler

The Pragmatic Programmers. Paperback. Book Condition: new. BRAND NEW, OpenGL ES 2 for Android: A Quick-Start Guide, Kevin Brothaler, 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...



READ ONLINE
[1.33 MB]

Reviews

A must buy book if you need to adding benefit. This really is for all those who statte that there had not been a really worth looking at. Your daily life period will likely be change when you complete reading this publication.

-- **Veronica Hauck DVM**

This written book is great. I am quite late in start reading this one, but better then never. You will not really feel monotony at at any moment of your time (that's what catalogues are for about when you check with me).

-- **Abe Reichel DDS**