

# 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

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## **Praise for *OpenGL® ES™ 3.0 Programming Guide, Second Edition***

“As a graphics technologist and intense OpenGL ES developer, I can honestly say that if you buy only one book on OpenGL ES 3.0 programming, then this should be the book. Dan and Budirijanto have written a book clearly by programmers for programmers. It is simply required reading for anyone interested in OpenGL ES 3.0. It is informative, well organized, and comprehensive, but best of all practical. You will find yourself reaching for this book over and over again instead of the actual OpenGL ES specification during your programming sessions. I give it my highest recommendation.”

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*Dave Shreiner*  
*Aaftab Munshi*

◆ Addison-Wesley

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