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2.Hello Triangle: An OpenGL ES 2.0 Example To introduce the basic concepts of OpenGL ES 2.0, we begin with a simple example. In this chapter, we show what is required to create an OpenGL ES 2.0 program that draws a single triangle. The program we will write is just about the most basic example of an OpenGL ES 2.0 application that draws geometry.

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Jarkko Vattjus-Anttila for contributing the original Linux/X11 port for the OpenGL ES 2.0 Programming Guide; Eduardo Pelegri-Llopert and Darryl Gough for contributing the Blackberry Native SDK port for the OpenGL ES 2.0 Programming Guide (we have not yet ported the ES 3.0 book to a Blackberry platform)

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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.

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