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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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