

## *Opengl Es 20 Programming Guide*

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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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