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OpenGL ES 2.0 Programming Guide

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Inside the OpenGL® ES 2.0 Programming Guide , three principal authorities on the Open GL ES 2.0 interface—along with the specification's editor—current start-to-finish steering for maximizing the interface's value in quite a lot of high-effectivity functions. The authors cowl the entire API, along with Khronos-ratified extensions.

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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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