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The sample code for the OpenGL ES 2.0 Programming Guide is now available for WebGL, Android 2.2, and iOS 4.2 (in addition to continued support on Windows OpenGL ES 2.0). Additionally, in order to make it easier to provide future updates, I have migrated all of the source to the opengles-book-samples Google Code project.

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Code Framework 20 Where to Download the Examples 20 ... Advanced Programming with OpenGL ES 2.0 279 Per-Fragment Lighting 279 ... He is a systems architect at ARM, Inc., and the lead author of the official OpenGL® Programming Guide, Sixth Edition (Addison-Wesley, 2007) and series editor for the Addison-Wesley OpenGL Series.

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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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