




# OPENGL ES GAMES


VLADIMIR SILVA

 LEARN OPENGL ES PRATEEK MEHTA, 2013-08-29 WANT TO CREATE SOPHISTICATED GAMES AND GRAPHICS-INTENSIVE APPS? LEARN OPENGL ES GETS YOU STARTED IMMEDIATELY WITH OPENGL ES. AFTER MASTERING THE BASICS OF OPENGL ES ITSELF, YOU WILL QUICKLY FIND YOURSELF WRITING AND BUILDING GAME APPS, WITHOUT HAVING TO LEARN ABOUT OBJECT ORIENTED PROGRAMMING TECHNIQUES. THIS BOOK DEMONSTRATES THE USE OF A POWERFUL OPEN-SOURCE MODELING TOOL, BLENDER. YOU WILL BE GUIDED, STEP BY STEP, THROUGH THE DEVELOPMENT OF TANK FENCE, A DYNAMIC, INTERACTIVE 3D GAME. ALONG THE WAY YOU'LL GAIN SKILLS IN BUILDING APPS WITH ECLIPSE AND THE ANDROID SDK OR NDK, RENDERING GRAPHICS USING HARDWARE ACCELERATION, AND MULTITHREADING FOR PERFORMANCE AND RESPONSIVENESS. IOS DEVELOPERS WILL ALSO FIND THIS BOOK'S INFORMATION INVALUABLE WHEN WRITING THEIR APPS. YOU'LL LEARN EVERYTHING YOU NEED TO KNOW ABOUT: CREATING SIMPLE, EFFICIENT GAME UIs DESIGNING THE BASIC BUILDING BLOCKS OF AN EXCITING, INTERACTIVE 3D GAME PULLING ALL THE ELEMENTS TOGETHER WITH BLENDER, A POWERFUL OPEN-SOURCE TOOL FOR MODELING, ANIMATION, RENDERING, COMPOSITING, VIDEO EDITING, AND GAME CREATION TAKING THE NEXT BIG STEP USING CUSTOM AND INBUILT FUNCTIONS, TEXTURING, SHADING, LIGHT SOURCES, AND MORE REFINING YOUR MOBILE GAME APP THROUGH COLLISION DETECTION, PLAYER-ROOM-OBSTACLE CLASSES, AND STORAGE CLASSES DOING ALL THIS EFFICIENTLY ON MOBILE DEVICES WITH LIMITED RESOURCES AND PROCESSING WHAT YOU'LL LEARN HOW TO INSTALL AND USE OPENGL ES 2.0 ON ANDROID GLSL ES FUNDAMENTALS STATE MANAGEMENT MODELING 3D OBJECTS USING BLENDER USING THE PERL MESH PARSER VERTEX BUFFER OBJECTS USING COLOR MASKS SAMPLER2D AND SAMPLERCUBE UNIFORMS MULTI-TEXTURING LAMBERT ILLUMINATION MODEL IMPLEMENTING THE LIGHTING EQUATION DESIGN, WRITE, AND BUILD TANK FENCE, AN INTERACTIVE 3D GAME WHO THIS BOOK IS FOR LEARN OPENGL ES IS IDEAL FOR MOBILE GAME AND INTERACTIVE APP DEVELOPERS WHO WANT TO KNOW MORE ABOUT THE OPENGL ES ENGINE AND AND USE IT TO BUILD MORE SOPHISTICATED, GRAPHICALLY-RICH GAMES AND OTHER APPS. WHILE THE CODE IS DEVELOPED ON ANDROID, IOS DEVELOPERS WILL ALSO FIND THIS BOOK INVALUABLE. TABLE OF CONTENTS 1. WHY OPENGL ES? 2. UI FOR GAMES: KEEP IT SIMPLE 3. FIRST STEPS: MOBILE GAME APP DEVELOPMENT 4. 3D MODELING 5. FUNCTIONS, SHADING, LIGHT SOURCE AND OBJECTS 6. CARRYING FURTHER: COLLISION DETECTION

 GAME AND GRAPHICS PROGRAMMING FOR IOS AND ANDROID WITH OPENGL ES 2.0 ROMAIN MARUCCHI-FOINO, 2012-01-30 DEVELOP GRAPHICALLY SOPHISTICATED APPS AND GAMES TODAY! THE SMART PHONE APP MARKET IS PROGRESSIVELY GROWING, AND THERE IS NEW MARKET GAP TO FILL THAT REQUIRES

MORE GRAPHICALLY SOPHISTICATED APPLICATIONS AND GAMES. GAME AND GRAPHICS PROGRAMMING FOR IOS AND ANDROID WITH OPENGL ES 2.0 QUICKLY GETS YOU UP TO SPEED ON UNDERSTANDING HOW POWERFUL OPENGL ES 2.0 TECHNOLOGY IS IN CREATING APPS AND GAMES FOR AMUSEMENT AND EFFECTIVENESS. LEADING YOU THROUGH THE DEVELOPMENT OF A REAL-WORLD MOBILE APP WITH LIVE CODE, THIS TEXT LETS YOU WORK WITH ALL THE BEST FEATURES AND TOOLS THAT OPEN GL ES 2.0 HAS TO OFFER. PROVIDES A PROJECT TEMPLATE FOR IOS AND ANDROID PLATFORMS DELVES INTO OPENGL FEATURES INCLUDING DRAWING CANVAS, GEOMETRY, LIGHTING EFFECTS, CHARACTER ANIMATION, AND MORE OFFERS EXPLANATION OF FULL-FUNCTION 2D AND 3D GRAPHICS ON EMBEDDED SYSTEMS ADDRESSES THE PRINCIPAL TECHNOLOGY FOR HARDWARE-ACCELERATED GRAPHICAL RENDERING GAME AND GRAPHICS PROGRAMMING FOR IOS AND ANDROID WITH OPENGL ES 2.0 OFFERS IMPORTANT, NEED-TO-KNOW INFORMATION IF YOU'RE INTERESTED IN STRIKING A PERFECT BALANCE BETWEEN AESTHETICS AND FUNCTIONALITY IN APPS.


 *BEGINNING ANDROID 4 GAMES DEVELOPMENT* MARIO ZECHNER, ROBERT GREEN, 2012-01-25 BEGINNING ANDROID 4 GAMES DEVELOPMENT OFFERS EVERYTHING YOU NEED TO JOIN THE RANKS OF SUCCESSFUL ANDROID GAME DEVELOPERS. YOU'LL START WITH GAME DESIGN FUNDAMENTALS AND PROGRAMMING BASICS, AND THEN PROGRESS TOWARD CREATING YOUR OWN BASIC GAME ENGINE AND PLAYABLE GAME THAT WORKS ON ANDROID 4.0 AND EARLIER DEVICES. THIS WILL GIVE YOU EVERYTHING YOU NEED TO BRANCH OUT AND WRITE YOUR OWN ANDROID GAMES. THE POTENTIAL USER BASE AND THE WIDE ARRAY OF AVAILABLE HIGH-PERFORMANCE DEVICES MAKES ANDROID AN ATTRACTIVE TARGET FOR ASPIRING GAME DEVELOPERS. DO YOU HAVE AN AWESOME IDEA FOR THE NEXT BREAK-THROUGH MOBILE GAMING TITLE? BEGINNING ANDROID 4 GAMES DEVELOPMENT WILL HELP YOU KICK-START YOUR PROJECT. THE BOOK WILL GUIDE YOU THROUGH THE PROCESS OF MAKING SEVERAL EXAMPLE GAMES FOR THE ANDROID PLATFORM, AND INVOLVES A WIDE RANGE OF TOPICS: THE FUNDAMENTALS OF ANDROID GAME DEVELOPMENT TARGETING ANDROID 1.5-4.0+ DEVICES THE ANDROID PLATFORM BASICS TO APPLY THOSE FUNDAMENTALS IN THE CONTEXT OF MAKING A GAME THE DESIGN OF 2D AND 3D GAMES AND THEIR SUCCESSFUL IMPLEMENTATION ON THE ANDROID PLATFORM

 *OPENGL ES 2 FOR ANDROID* KEVIN BROTHALER, 2013-06-26 PRINTED IN FULL COLOR. ANDROID IS BOOMING LIKE NEVER BEFORE, WITH MILLIONS OF DEVICES SHIPPING EVERY DAY. IT'S NEVER BEEN A BETTER TIME TO LEARN HOW TO CREATE YOUR OWN 3D GAMES AND LIVE WALLPAPER FOR ANDROID. YOU'LL FIND OUT ALL ABOUT SHADERS AND THE OPENGL PIPELINE, AND DISCOVER THE POWER OF OPENGL ES 2.0, WHICH IS MUCH MORE FEATURE-RICH THAN ITS PREDECESSOR. IF YOU CAN PROGRAM IN JAVA AND YOU HAVE A CREATIVE VISION THAT YOU'D LIKE TO SHARE


WITH THE WORLD, THEN THIS IS THE BOOK FOR YOU. THIS BOOK WILL TEACH YOU EVERYTHING YOU NEED TO KNOW TO CREATE COMPELLING GRAPHICS ON ANDROID. YOU'LL LEARN THE BASICS OF OpenGL BY BUILDING A SIMPLE GAME OF AIR HOCKEY, AND ALONG THE WAY, YOU'LL SEE HOW TO INITIALIZE OpenGL AND PROGRAM THE GRAPHICS PIPELINE USING SHADERS. EACH LESSON BUILDS UPON THE ONE BEFORE IT, AS YOU ADD COLORS, SHADING, 3D PROJECTIONS, TOUCH INTERACTION, AND MORE. THEN, YOU'LL FIND OUT HOW TO TURN YOUR IDEA INTO A LIVE WALLPAPER THAT CAN RUN ON THE HOME SCREEN. YOU'LL LEARN ABOUT MORE ADVANCED EFFECTS INVOLVING PARTICLES, LIGHTING MODELS, AND THE DEPTH BUFFER. YOU'LL UNDERSTAND WHAT TO LOOK FOR WHEN DEBUGGING YOUR PROGRAM, AND WHAT TO WATCH OUT FOR WHEN DEPLOYING TO THE MARKET. OpenGL CAN BE SOMEWHAT OF A DARK ART TO THE UNINITIATED. AS YOU READ THIS BOOK, YOU'LL LEARN EACH NEW CONCEPT FROM FIRST PRINCIPLES. YOU WON'T JUST LEARN ABOUT A FEATURE; YOU'LL ALSO UNDERSTAND HOW IT WORKS, AND WHY IT WORKS THE WAY IT DOES. EVERYTHING YOU LEARN IS FORWARD-COMPATIBLE WITH THE JUST-RELEASED OpenGL ES 3, AND YOU CAN EVEN APPLY THESE TECHNIQUES TO OTHER PLATFORMS, SUCH AS iOS OR HTML5 WebGL.


□ *OpenGL ES 3.0 PROGRAMMING GUIDE* DAN GINSBURG, BUDIRIJANTO PURNOMO, DAVE SHREINER, Aaftab Munshi, 2014-02-28 OpenGL® ES TM IS THE INDUSTRY'S LEADING SOFTWARE INTERFACE AND GRAPHICS LIBRARY FOR RENDERING SOPHISTICATED 3D GRAPHICS ON HANDHELD AND EMBEDDED DEVICES. THE NEWEST VERSION, OpenGL ES 3.0, MAKES IT POSSIBLE TO CREATE STUNNING VISUALS FOR NEW GAMES AND APPS, WITHOUT COMPROMISING DEVICE PERFORMANCE OR BATTERY LIFE. IN THE OpenGL® ESTM 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. THROUGH DETAILED, DOWNLOADABLE C-BASED CODE EXAMPLES, YOU'LL LEARN HOW TO SET UP AND PROGRAM EVERY ASPECT OF THE GRAPHICS PIPELINE. STEP BY STEP, YOU'LL MOVE FROM INTRODUCTORY TECHNIQUES ALL THE WAY TO ADVANCED PER-PIXEL LIGHTING AND PARTICLE SYSTEMS. THROUGHOUT, YOU'LL FIND CUTTING-EDGE TIPS FOR OPTIMIZING PERFORMANCE, MAXIMIZING EFFICIENCY WITH BOTH THE API AND HARDWARE, AND FULLY LEVERAGING OpenGL ES 3.0 IN A WIDE SPECTRUM OF APPLICATIONS. ALL CODE HAS BEEN BUILT AND TESTED ON iOS 7, ANDROID 4.3, WINDOWS (OpenGL ES 3.0 EMULATION), AND UBUNTU LINUX, AND THE AUTHORS DEMONSTRATE HOW TO BUILD OpenGL ES CODE FOR EACH PLATFORM. COVERAGE INCLUDES EGL API: COMMUNICATING WITH THE NATIVE WINDOWING SYSTEM, CHOOSING CONFIGURATIONS, AND CREATING RENDERING CONTEXTS AND SURFACES SHADERS: CREATING AND ATTACHING SHADER OBJECTS;

COMPILING SHADERS; CHECKING FOR COMPILE ERRORS; CREATING, LINKING, AND QUERYING PROGRAM OBJECTS; AND USING SOURCE SHADERS AND PROGRAM BINARIES  
 OPENGL ES SHADING LANGUAGE: VARIABLES, TYPES, CONSTRUCTORS, STRUCTURES, ARRAYS, ATTRIBUTES, UNIFORM BLOCKS, I/O VARIABLES, PRECISION QUALIFIERS, AND INVARIANCE GEOMETRY, VERTICES, AND PRIMITIVES: INPUTTING GEOMETRY INTO THE PIPELINE, AND ASSEMBLING IT INTO PRIMITIVES 2D/3D, CUBEMAP, ARRAY TEXTURING: CREATION, LOADING, AND RENDERING; TEXTURE WRAP MODES, FILTERING, AND FORMATS; COMPRESSED TEXTURES, SAMPLER OBJECTS, IMMUTABLE TEXTURES, PIXEL UNPACK BUFFER OBJECTS, AND MIPMAPPING FRAGMENT SHADERS: MULTITEXTURING, FOG, ALPHA TEST, AND USER CLIP PLANES FRAGMENT OPERATIONS: SCISSOR, STENCIL, AND DEPTH TESTS; MULTISAMPLING, BLENDING, AND DITHERING FRAMEBUFFER OBJECTS: RENDERING TO OFFSCREEN SURFACES FOR ADVANCED EFFECTS ADVANCED RENDERING: PER-PIXEL LIGHTING, ENVIRONMENT MAPPING, PARTICLE SYSTEMS, IMAGE POST-PROCESSING, PROCEDURAL TEXTURES, SHADOW MAPPING, TERRAIN, AND PROJECTIVE TEXTURING SYNC OBJECTS AND FENCES: SYNCHRONIZING WITHIN HOST APPLICATION AND GPU EXECUTION THIS EDITION OF THE BOOK INCLUDES A COLOR INSERT OF THE OPENGL ES 3.0 API AND OPENGL ES SHADING LANGUAGE 3.0 REFERENCE CARDS CREATED BY KHRONOS. THE REFERENCE CARDS CONTAIN A COMPLETE LIST OF ALL OF THE FUNCTIONS IN OPENGL ES 3.0 ALONG WITH ALL OF THE TYPES, OPERATORS, QUALIFIERS, BUILT-INS, AND FUNCTIONS IN THE OPENGL ES SHADING LANGUAGE.

 **OPENGL PROGRAMMING GUIDE** DAVE SHREINER, 2010 OPENGL IS A POWERFUL SOFTWARE INTERFACE USED TO PRODUCE HIGH-QUALITY, COMPUTER-GENERATED IMAGES AND INTERACTIVE APPLICATIONS USING 2D AND 3D OBJECTS, BITMAPS, AND COLOR IMAGES. THE OPENGL ® PROGRAMMING GUIDE, SEVENTH EDITION , PROVIDES DEFINITIVE AND COMPREHENSIVE INFORMATION ON OPENGL AND THE OPENGL UTILITY LIBRARY. THE PREVIOUS EDITION COVERED OPENGL THROUGH VERSION 2.1. THIS SEVENTH EDITION OF THE BEST-SELLING “RED BOOK” DESCRIBES THE LATEST FEATURES OF OPENGL VERSIONS 3.0 AND 3.1. YOU WILL FIND CLEAR EXPLANATIONS OF OPENGL FUNCTIONALITY AND MANY BASIC COMPUTER GRAPHICS TECHNIQUES, SUCH AS BUILDING AND RENDERING 3D MODELS; INTERACTIVELY VIEWING OBJECTS FROM DIFFERENT PERSPECTIVE POINTS; AND USING SHADING, LIGHTING, AND TEXTURING EFFECTS FOR GREATER REALISM. IN ADDITION, THIS BOOK PROVIDES IN-DEPTH COVERAGE OF ADVANCED TECHNIQUES, INCLUDING TEXTURE MAPPING, ANTIALIASING, FOG AND ATMOSPHERIC EFFECTS, NURBS, IMAGE PROCESSING, AND MORE. THE TEXT ALSO EXPLORES OTHER KEY TOPICS SUCH AS ENHANCING PERFORMANCE, OPENGL EXTENSIONS, AND CROSS-PLATFORM TECHNIQUES. THIS SEVENTH EDITION HAS BEEN UPDATED TO INCLUDE THE NEWEST FEATURES OF OPENGL VERSIONS 3.0 AND 3.1, INCLUDING USING FRAMEBUFFER OBJECTS FOR OFF-SCREEN RENDERING AND TEXTURE UPDATES EXAMPLES OF THE

VARIOUS NEW BUFFER OBJECT TYPES, INCLUDING UNIFORM-BUFFER OBJECTS, TRANSFORM FEEDBACK BUFFERS, AND VERTEX ARRAY OBJECTS USING TEXTURE ARRAYS TO INCREASE PERFORMANCE WHEN USING NUMEROUS TEXTURES EFFICIENT RENDERING USING PRIMITIVE RESTART AND CONDITIONAL RENDERING DISCUSSION OF OPENGL'S DEPRECATION MECHANISM AND HOW TO VERIFY YOUR PROGRAMS FOR FUTURE VERSIONS OF OPENGL THIS EDITION CONTINUES THE DISCUSSION OF THE OPENGL SHADING LANGUAGE (GLSL) AND EXPLAINS THE MECHANICS OF USING THIS LANGUAGE TO CREATE COMPLEX GRAPHICS EFFECTS AND BOOST THE COMPUTATIONAL POWER OF OPENGL. THE OPENGL TECHNICAL LIBRARY PROVIDES TUTORIAL AND REFERENCE BOOKS FOR OPENGL. THE LIBRARY ENABLES PROGRAMMERS TO GAIN A PRACTICAL UNDERSTANDING OF OPENGL AND SHOWS THEM HOW TO UNLOCK ITS FULL POTENTIAL. ORIGINALLY DEVELOPED BY SGI, THE LIBRARY CONTINUES TO EVOLVE UNDER THE AUSPICES OF THE KHRONOS OPENGL ARB WORKING GROUP, AN INDUSTRY CONSORTIUM RESPONSIBLE FOR GUIDING THE EVOLUTION OF OPENGL AND RELATED TECHNOLOGIES.

 **BEGINNING ANDROID GAMES DEVELOPMENT** TED HAGOS, MARIO ZECHNER, J.F. DIMARZIO, ROBERT GREEN, 2020-09-11 DO YOU HAVE AN AWESOME IDEA FOR THE NEXT BREAK-THROUGH MOBILE GAMING TITLE? THIS UPDATED EDITION WILL HELP YOU KICK-START YOUR PROJECT AS IT GUIDES YOU THROUGH THE PROCESS OF CREATING SEVERAL EXAMPLE GAME APPS USING APIs AVAILABLE IN ANDROID. YOU WILL LEARN THE BASICS NEEDED TO JOIN THE RANKS OF SUCCESSFUL ANDROID GAME APP DEVELOPERS. THE BOOK STARTS WITH GAME DESIGN FUNDAMENTALS USING CANVAS AND ANDROID SDK 10 OR EARLIER PROGRAMMING BASICS. YOU THEN WILL PROGRESS TOWARD CREATING YOUR OWN BASIC GAME ENGINE AND PLAYABLE GAME APPS THAT WORK ON ANDROID 10 OR EARLIER SMARTPHONES AND TABLETS. YOU TAKE YOUR GAME THROUGH THE CHAPTERS AND TOPICS IN THE BOOK TO LEARN DIFFERENT TOOLS SUCH AS OPENGL ES. AND YOU WILL LEARN ABOUT PUBLISHING AND MARKETING YOUR GAMES TO MONETIZE YOUR CREATION. WHAT YOU WILL LEARN GAIN KNOWLEDGE ON THE FUNDAMENTALS OF GAME PROGRAMMING IN THE CONTEXT OF ANDROID USE ANDROID'S APIs FOR GRAPHICS, AUDIO, AND USER INPUT TO REFLECT THOSE FUNDAMENTALS DEVELOP TWO 2D GAMES FROM SCRATCH, BASED ON CANVAS API AND OPENGL ES CREATE A FULL-FEATURED 3D GAME PUBLISH YOUR GAMES, GET CRASH REPORTS, AND SUPPORT YOUR USERS COMPLETE YOUR OWN PLAYABLE 2D OPENGL GAMES WHO THIS BOOK IS FOR THOSE WITH BASIC KNOWLEDGE OF JAVA WHO WANT TO WRITE GAMES ON THE ANDROID PLATFORM, AND EXPERIENCED GAME DEVELOPERS WHO WANT TO KNOW ABOUT THE PITFALLS AND PECULIARITIES OF THE PLATFORM

 **OPENGL INSIGHTS** PATRICK COZZI, CHRISTOPHE RICCIO, 2012-07-23 GET REAL-WORLD INSIGHT FROM EXPERIENCED PROFESSIONALS IN THE OPENGL COMMUNITY WITH OPENGL, OPENGL ES, AND WebGL, REAL-TIME RENDERING IS

BECOMING AVAILABLE EVERYWHERE, FROM AAA GAMES TO MOBILE PHONES TO WEB PAGES. ASSEMBLING CONTRIBUTIONS FROM EXPERIENCED DEVELOPERS, VENDORS, RESEARCHERS, AND EDUCATORS, OPENGL INSIGHTS PRESENTS REAL-WORLD TECHNIQUES FOR INTERMEDIATE AND ADVANCED OPENGL, OPENGL ES, AND WebGL DEVELOPERS. GO BEYOND THE BASICS THE BOOK THOROUGHLY COVERS A RANGE OF TOPICS, INCLUDING OPENGL 4.2 AND RECENT EXTENSIONS. IT EXPLAINS HOW TO OPTIMIZE FOR MOBILE DEVICES, EXPLORES THE DESIGN OF WebGL LIBRARIES, AND DISCUSSES OPENGL IN THE CLASSROOM. THE CONTRIBUTORS ALSO EXAMINE ASYNCHRONOUS BUFFER AND TEXTURE TRANSFERS, PERFORMANCE STATE TRACKING, AND PROGRAMMABLE VERTEX PULLING. SHARPEN YOUR SKILLS FOCUSING ON CURRENT AND EMERGING TECHNIQUES FOR THE OPENGL FAMILY OF APIS, THIS BOOK DEMONSTRATES THE BREADTH AND DEPTH OF OPENGL. READERS WILL GAIN PRACTICAL SKILLS TO SOLVE PROBLEMS RELATED TO PERFORMANCE, RENDERING, PROFILING, FRAMEWORK DESIGN, AND MORE.

📖 **PHONE 3D PROGRAMMING** PHILIP RIDEOUT, 2010-05-03 WHAT DOES IT TAKE TO BUILD AN IPHONE APP WITH STUNNING 3D GRAPHICS? THIS BOOK WILL SHOW YOU HOW TO APPLY OPENGL GRAPHICS PROGRAMMING TECHNIQUES TO ANY DEVICE RUNNING THE IPHONE OS -- INCLUDING THE IPAD AND IPOD TOUCH -- WITH NO IPHONE DEVELOPMENT OR 3D GRAPHICS EXPERIENCE REQUIRED. IPHONE 3D PROGRAMMING PROVIDES CLEAR STEP-BY-STEP INSTRUCTIONS, AS WELL AS LOTS OF PRACTICAL ADVICE, FOR USING THE IPHONE SDK AND OPENGL. YOU'LL BUILD SEVERAL GRAPHICS PROGRAMS -- PROGRESSING FROM SIMPLE TO MORE COMPLEX EXAMPLES -- THAT FOCUS ON LIGHTING, TEXTURES, BLENDING, AUGMENTED REALITY, OPTIMIZATION FOR PERFORMANCE AND SPEED, AND MUCH MORE. ALL YOU NEED TO GET STARTED IS A SOLID UNDERSTANDING OF C++ AND A GREAT IDEA FOR AN APP. LEARN FUNDAMENTAL GRAPHICS CONCEPTS, INCLUDING TRANSFORMATION MATRICES, QUATERNIONS, AND MORE GET SET UP FOR IPHONE DEVELOPMENT WITH THE XCODE ENVIRONMENT BECOME FAMILIAR WITH VERSIONS 1.1 AND 2.0 OF THE OPENGL ES API, AND LEARN TO USE VERTEX BUFFER OBJECTS, LIGHTING, TEXTURING, AND SHADERS USE THE IPHONE'S TOUCH SCREEN, COMPASS, AND ACCELEROMETER TO BUILD INTERACTIVITY INTO GRAPHICS APPLICATIONS BUILD IPHONE GRAPHICS APPLICATIONS SUCH AS A 3D WIREFRAME VIEWER, A SIMPLE AUGMENTED REALITY APPLICATION, A SPRING SYSTEM SIMULATION, AND MORE

📖 **OPENGL ES 2 FOR ANDROID** KEVIN BROTHALER, 2013

📖 **BEGINNING ANDROID 3D GAME DEVELOPMENT** ROBERT CHIN, 2014-03-11 BEGINNING ANDROID 3D GAME DEVELOPMENT IS A UNIQUE BOOK FOR TODAY'S ANDROID AND GAME APP DEVELOPERS WHO WANT TO LEARN HOW TO BUILD 3D GAME APPS THAT RUN ON THE LATEST ANDROID KITKAT PLATFORM USING JAVA AND OPENGL ES. A DRONE GRID GAME CASE STUDY IS INCLUDED.

📖 **BEGINNING ANDROID GAMES** MARIO ZECHNER, J. F. DIMARZIO, ROBERT

GREEN, 2016-12-08 LEARN ALL OF THE BASICS NEEDED TO JOIN THE RANKS OF SUCCESSFUL ANDROID GAME DEVELOPERS. YOU'LL START WITH GAME DESIGN FUNDAMENTALS AND ANDROID PROGRAMMING BASICS, AND THEN PROGRESS TOWARD CREATING YOUR OWN BASIC GAME ENGINE AND PLAYABLE GAME APPS THAT WORK ON ANDROID SMARTPHONES AND TABLETS. BEGINNING ANDROID GAMES, THIRD EDITION GIVES YOU EVERYTHING YOU NEED TO BRANCH OUT AND WRITE YOUR OWN ANDROID GAMES FOR A VARIETY OF HARDWARE. DO YOU HAVE AN AWESOME IDEA FOR THE NEXT BREAK-THROUGH MOBILE GAMING TITLE? BEGINNING ANDROID GAMES WILL HELP YOU KICK-START YOUR PROJECT. THIS BOOK WILL GUIDE YOU THROUGH THE PROCESS OF MAKING SEVERAL EXAMPLE GAME APPS USING APIS AVAILABLE IN ANDROID. WHAT YOU'LL LEARN GAIN THE FUNDAMENTALS OF GAME PROGRAMMING IN THE CONTEXT OF THE ANDROID PLATFORM USE ANDROID'S APIS FOR GRAPHICS, AUDIO, AND USER INPUT TO REFLECT THOSE FUNDAMENTALS DEVELOP TWO 2D GAMES FROM SCRATCH, BASED ON CANVAS API AND OPENGL ES CREATE A FULL-FEATURED 3D GAME PUBLISH YOUR GAMES, GET CRASH REPORTS, AND SUPPORT YOUR USERS COMPLETE YOUR OWN PLAYABLE 2D OPENGL GAMES WHO THIS BOOK IS FOR PEOPLE WITH A BASIC KNOWLEDGE OF JAVA WHO WANT TO WRITE GAMES ON THE ANDROID PLATFORM. IT ALSO OFFERS INFORMATION FOR EXPERIENCED GAME DEVELOPERS ABOUT THE PITFALLS AND PECULIARITIES OF THE PLATFORM.

📖 *ANDROID GAME PROGRAMMING BY EXAMPLE* JOHN HORTON, 2015-06-30 ANDROID GAMING IS A HOT TOPIC THESE DAYS, BUT ONE OF THE FEW AREAS OF TECHNOLOGY THAT DOES NOT HAVE AN ABUNDANCE OF CLEAR AND USEFUL DOCUMENTATION ONLINE. HOWEVER, THERE IS AN EVER-INCREASING DEMAND FOR ANDROID GAMES. THIS BOOK WILL HELP YOU GET UP TO SPEED WITH THE ESSENTIALS OF GAME DEVELOPMENT WITH ANDROID. THE BOOK BEGINS BY TEACHING YOU THE SETUP OF A GAME DEVELOPMENT ENVIRONMENT ON A FUNDAMENTAL LEVEL. MOVING ON, THE BOOK DEALS WITH CONCEPTS SUCH AS BUILDING A HOME SCREEN UI, IMPLEMENTING GAME OBJECTS, AND PAINTING THE SCENE AT A FIXED RESOLUTION. GRADUALLY, IT BUILDS UP TO THE IMPLEMENTATION OF A FLEXIBLE AND ADVANCED GAME ENGINE THAT USES OPENGL ES 2 FOR FAST, SMOOTH FRAME RATES. THIS IS ACHIEVED BY STARTING WITH A SIMPLE GAME AND GRADUALLY INCREASING THE COMPLEXITY OF THE THREE COMPLETE GAMES BUILT STEP BY STEP. BY THE END OF THE BOOK, YOU WILL HAVE SUCCESSFULLY BUILT THREE EXCITING GAMES OVER THE COURSE OF THREE ENGROSSING AND INSIGHTFUL PROJECTS.

📖 *BEGINNING ANDROID GAMES* MARIO ZECHNER, ROBERT GREEN (GAME DEVELOPER), J. F. DIMARZIO, 2016

📖 *OPENGL ES 2.0 PROGRAMMING GUIDE* AAFATB MUNSHI, DAN GINSBURG, DAVE SHREINER, 2008-07-24 OPENGL ES 2.0 IS THE INDUSTRY'S LEADING SOFTWARE INTERFACE AND GRAPHICS LIBRARY FOR RENDERING SOPHISTICATED 3D GRAPHICS ON HANDHELD AND EMBEDDED DEVICES. WITH OPENGL ES 2.0, THE FULL



PROGRAMMABILITY OF SHADERS IS NOW AVAILABLE ON SMALL AND PORTABLE DEVICES—including CELL PHONES, PDAs, CONSOLES, APPLIANCES, AND VEHICLES. HOWEVER, OPENGL ES DIFFERS SIGNIFICANTLY FROM OPENGL. GRAPHICS PROGRAMMERS AND MOBILE DEVELOPERS HAVE HAD VERY LITTLE INFORMATION ABOUT IT—UNTIL NOW. IN THE OPENGL® ES 2.0 PROGRAMMING GUIDE, THREE LEADING AUTHORITIES ON THE OPEN GL ES 2.0 INTERFACE—including THE SPECIFICATION’S EDITOR—PROVIDE START-TO-FINISH GUIDANCE FOR MAXIMIZING THE INTERFACE’S VALUE IN A WIDE RANGE OF HIGH-PERFORMANCE APPLICATIONS. THE AUTHORS COVER THE ENTIRE API, INCLUDING KHRONOS-RATIFIED EXTENSIONS. USING DETAILED C-BASED CODE EXAMPLES, THEY DEMONSTRATE HOW TO SET UP AND PROGRAM EVERY ASPECT OF THE GRAPHICS PIPELINE. YOU’LL MOVE FROM INTRODUCTORY TECHNIQUES ALL THE WAY TO ADVANCED PER-PIXEL LIGHTING, PARTICLE SYSTEMS, AND PERFORMANCE OPTIMIZATION. COVERAGE INCLUDES: SHADERS IN DEPTH: CREATING SHADER OBJECTS, COMPILING SHADERS, CHECKING FOR COMPILE ERRORS, ATTACHING SHADER OBJECTS TO PROGRAM OBJECTS, AND LINKING FINAL PROGRAM OBJECTS THE OPENGL ES SHADING LANGUAGE: VARIABLES, TYPES, CONSTRUCTORS, STRUCTURES, ARRAYS, ATTRIBUTES, UNIFORMS, VARYINGS, PRECISION QUALIFIERS, AND INVARIANCE INPUTTING GEOMETRY INTO THE GRAPHICS PIPELINE, AND ASSEMBLING GEOMETRY INTO PRIMITIVES VERTEX SHADERS, THEIR SPECIAL VARIABLES, AND THEIR USE IN PER-VERTEX LIGHTING, SKINNING, AND OTHER APPLICATIONS USING FRAGMENT SHADERS—including EXAMPLES OF MULTITEXTURING, FOG, ALPHA TEST, AND USER CLIP PLANES FRAGMENT OPERATIONS: SCISSOR TEST, STENCIL TEST, DEPTH TEST, MULTISAMPLING, BLENDING, AND DITHERING ADVANCED RENDERING: PER-PIXEL LIGHTING WITH NORMAL MAPS, ENVIRONMENT MAPPING, PARTICLE SYSTEMS, IMAGE POST-PROCESSING, AND PROJECTIVE TEXTURING REAL-WORLD PROGRAMMING CHALLENGES: PLATFORM DIVERSITY, C++ PORTABILITY, OPENKODE, AND PLATFORM-SPECIFIC SHADER BINARIES

**P PRACTICAL ANDROID 4 GAMES DEVELOPMENT** JEROME DIMARZIO, 2012-01-24  
 PRACTICAL ANDROID 4 GAMES DEVELOPMENT CONTINUES YOUR JOURNEY TO BECOMING A HANDS-ON ANDROID GAME APPS DEVELOPER. THIS TITLE GUIDES YOU THROUGH THE PROCESS OF DESIGNING AND DEVELOPING GAME APPS THAT WORK ON BOTH SMARTPHONES AND TABLETS, THANKS TO THE NEW ANDROID SDK 4.0 WHICH MERGES THE USER INTERFACE AND EXPERIENCE APIs AND MORE. THE AUTHOR, J.F. DIMARZIO, HAS WRITTEN EIGHT BOOKS, INCLUDING ANDROID: A PROGRAMMER’S GUIDE—the FIRST ANDROID BOOK APPROVED BY GOOGLE—RECENTLY UPDATED AND TRANSLATED FOR SALE IN JAPAN. HE HAS AN EASY-TO-READ, CONCISE, AND LOGICAL WRITING STYLE THAT IS WELL SUITED FOR TEACHING COMPLEX TECHNOLOGIES LIKE THE JAVA-BASED ANDROID. FROM 2D-BASED CASUAL GAMES TO 3D OPENGL-BASED FIRST-PERSON SHOOTERS, YOU FIND THAT LEARNING HOW

TO CREATE GAMES ON THE FASTEST GROWING MOBILE PLATFORM HAS NEVER BEEN EASIER. CREATE 2D AND 3D GAMES FOR ANDROID 4.0 PHONES AND TABLETS SUCH AS THE MOTOROLA XOOM BUILD YOUR OWN REUSABLE “BLACK BOX” FOR GAME DEVELOPMENT EASY-TO-FOLLOW EXAMPLES MAKE CREATING THE SAMPLE GAMES A HANDS-ON EXPERIENCE

**Pro OpenGL ES for iOS** MIKE SMITHWICK, 2012-02-25 IN *Pro OpenGL ES for iOS*, YOU’LL FIND OUT HOW TO HARNESS THE FULL POWER OF OPENGL ES, AND DESIGN YOUR OWN 3D APPLICATIONS BY BUILDING A FULLY-FUNCTIONAL 3D SOLAR SYSTEM MODEL USING OPEN GL ES! OPENGL HAS SET THE STANDARD FOR 3D COMPUTER GRAPHICS, AND IS AN ESSENTIAL ASPECT OF IPHONE, IPAD, AND IOS DEVELOPMENT. THIS BOOK OFFERS EVERYTHING YOU NEED TO KNOW, FROM BASIC MATHEMATICAL CONCEPTS TO ADVANCED CODING TECHNIQUES. YOU’LL LEARN BY BUILDING THIS FASCINATING 3D SOLAR SYSTEM SIMULATOR! AFTER INTRODUCING OPENGL ES, *Pro OpenGL ES for iOS* EXPLAINS THE BASICS OF 3D MATH AND THEN ORIENTS YOU TO THE IOS-NATIVE 3D LIBRARIES YOU’LL BE USING IN YOUR OWN 3D GAMES AND THE SOLAR SYSTEM PROJECT YOU’LL BUILD USING THIS BOOK. THROUGH THE SOLAR SYSTEM EXAMPLE PROJECT, YOU’LL LEARN HOW TO INCORPORATE A VARIETY OF GRAPHIC AND ANIMATION TECHNIQUES INTO YOUR APPLICATIONS. YOU WILL ALSO DISCOVER HOW THE FULL SPECTRUM OF 3D DEVELOPMENT THAT AWAITS, WITH TOPICS SUCH AS LIGHTING, TEXTURE-MAPPING, MODELING, SHADERS, BLENDING MODES, AND SEVERAL MORE ADVANCED CONCEPTS. BY THE TIME YOU FINISH *Pro OpenGL ES for iOS*, YOU’LL HAVE LEARNED ALL THE SKILLS YOU’LL NEED TO BUILD YOUR OWN INCREDIBLE 3D APPLICATIONS, BASED ON ONE OF THE MOST POWERFUL 3D LIBRARIES AVAILABLE.

**Pro Android Games** VLADIMIR SILVA, 2010-04-13 DO YOU REMEMBER LANDMARK GAMES LIKE WOLFENSTEIN 3D, DOOM, AND ASTEROIDS? WELL, HERE’S AN EXCITING OPPORTUNITY TO BUILD AND/OR PORT THESE GAMES TO ONE OF THE HOTTEST MOBILE AND NETBOOKS PLATFORMS TODAY: GOOGLE’S ANDROID. *Pro Android Games* TEACHES YOU HOW TO BUILD COOL GAMES LIKE SPACE BLASTER AND THE CLASSIC ASTEROIDS FROM SCRATCH ON THE LATEST ANDROID PLATFORM. THIS BOOK ALSO SHOWS YOU HOW TO PORT OTHER CLASSIC FREEWARE/SHAREWARE GAMES LIKE DOOM AND WOLFENSTEIN 3D FROM C USING THE JAVA NATIVE INTERFACE (JNI) FOR ANDROID. THIS BOOK IS ALL ABOUT A UNIQUE PERSPECTIVE IN ANDROID GAME DEVELOPMENT: A WELL-BALANCED, POWERFUL COMBINATION OF PURE JAVA AND HYBRID GAME DEVELOPMENT, MIXING JAVA AND C. BY COMBINING THE ELEGANT OBJECT-ORIENTED FEATURES OF JAVA AND THE RAW POWER OF C, THERE IS NO LIMIT TO THE TYPES OF GAMES THAT YOU CAN BUILD FOR THE PLATFORM. WITH ACTIONABLE REAL-WORLD SOURCE CODE IN HAND, THIS BOOK ALLOWS YOU TO DIVE RIGHT INTO GAMES DEVELOPMENT ON ANDROID. YOU’LL DEFINITELY HAVE FUN, AND PERHAPS YOU’LL EVEN MAKE SOME MONEY.

Enjoy!

📖 **BEGINNING OPENGL GAME PROGRAMMING** DAVE ASTLE,KEVIN HAWKINS,2004  
ANNOTATION. WITH BEGINNING OPENGL GAME PROGRAMMING, YOU'LL LEARN HOW TO USE OPENGL TO DEVELOP GAMES USING HIGH-PERFORMANCE GRAPHICS AND GAME LIBRARIES. FOCUSING SOLELY ON TOPICS RELATED TO GRAPHICS AND OPENGL, THIS COMPREHENSIVE GUIDE GIVES YOU THE SKILLS YOU NEED TO UNLEASH THE POWER OF OPENGL 1.5 AND CREATE REALISTIC, REAL-TIME GRAPHICS. IF YOU ARE JUST GETTING STARTED IN 3D GAME DEVELOPMENT AND ARE COMFORTABLE PROGRAMMING IN C++, THIS GUIDE IS YOUR IDEAL INTRODUCTION TO OPENGL. BY THE TIME YOU FINISH THIS BOOK, YOU'LL UNDERSTAND THE BASICS OF OPENGL AND BE ABLE TO APPLY YOUR NEWFOUND SKILLS AS YOU CREATE YOUR OWN GAMES!

📖 **BEGINNING ANDROID GAMES** ROBERT GREEN,MARIO ZECHNER,2013-01-26  
BEGINNING ANDROID GAMES, SECOND EDITION OFFERS EVERYTHING YOU NEED TO JOIN THE RANKS OF SUCCESSFUL ANDROID GAME DEVELOPERS, INCLUDING ANDROID TABLET GAME APP DEVELOPMENT CONSIDERATIONS. YOU'LL START WITH GAME DESIGN FUNDAMENTALS AND PROGRAMMING BASICS, AND THEN PROGRESS TOWARD CREATING YOUR OWN BASIC GAME ENGINE AND PLAYABLE GAME APPS THAT WORK ON ANDROID AND EARLIER VERSION COMPLIANT SMARTPHONES AND NOW TABLETS. THIS WILL GIVE YOU EVERYTHING YOU NEED TO BRANCH OUT AND WRITE YOUR OWN ANDROID GAMES. THE POTENTIAL USER BASE AND THE WIDE ARRAY OF AVAILABLE HIGH-PERFORMANCE DEVICES MAKES ANDROID AN ATTRACTIVE TARGET FOR ASPIRING GAME DEVELOPERS. DO YOU HAVE AN AWESOME IDEA FOR THE NEXT BREAK-THROUGH MOBILE GAMING TITLE? BEGINNING ANDROID GAMES WILL HELP YOU KICK-START YOUR PROJECT. THIS BOOK WILL GUIDE YOU THROUGH THE PROCESS OF MAKING SEVERAL EXAMPLE GAME APPS USING APIS AVAILABLE IN NEW ANDROID SDK AND EARLIER SDK RELEASES FOR ANDROID SMARTPHONES AND TABLETS: THE FUNDAMENTALS OF GAME DEVELOPMENT AND DESIGN SUITABLE FOR ANDROID SMARTPHONES AND TABLETS THE ANDROID PLATFORM BASICS TO APPLY THOSE FUNDAMENTALS IN THE CONTEXT OF MAKING A GAME, INCLUDING NEW FILE MANAGER SYSTEM AND BETTER BATTERY LIFE MANAGEMENT THE DESIGN OF 2D AND 3D GAMES AND THEIR SUCCESSFUL IMPLEMENTATION ON THE ANDROID PLATFORM THIS BOOK LETS DEVELOPERS SEE AND USE SOME ANDROID SDK JELLY BEAN; HOWEVER, THIS BOOK IS STRUCTURED SO THAT APP DEVELOPERS CAN USE EARLIER ANDROID SDK RELEASES. THIS BOOK IS BACKWARD COMPATIBLE LIKE THE ANDROID SDK.

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