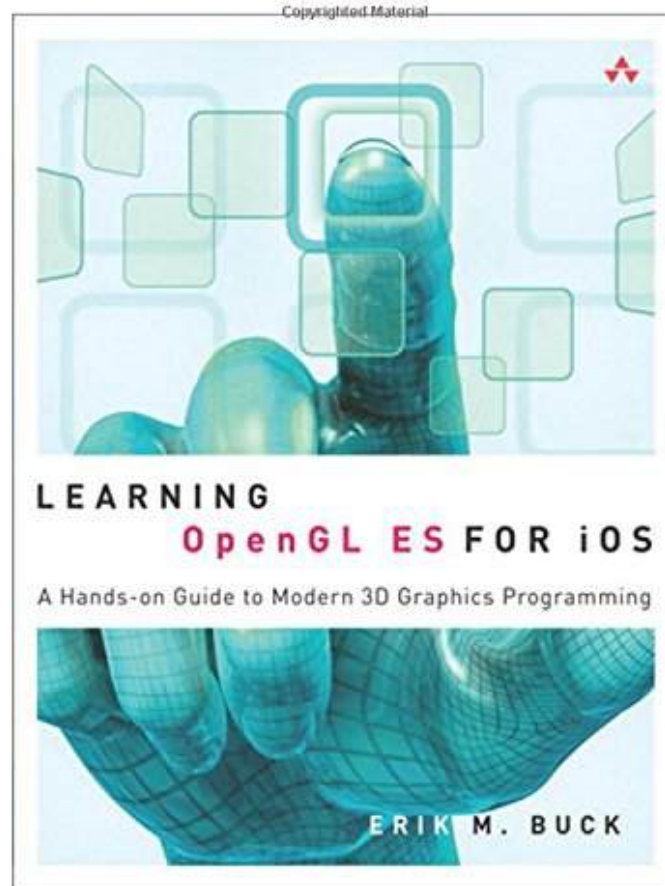


Learning OpenGL ES for iOS: A Hands-on Guide to Modern 3D Graphics Programming

By Erik Buck



| #1398268 in Books | 2012-08-06 | Original language: English | PDF # 1 | 9.00 x .80 x 7.00l, 1.21 | File type: PDF | 352 pages | File size: 27.Mb

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6 of 6 review helpful Better than expected For iOS 5 and up By Alan in Texas Yes the book does rely on GLKit so if

you are targeting a version of iOS before 5.0 keep looking. Maybe the clue is the use of the word Modern in the title. It should also be noted that this is not a beginner's book. You will need to be familiar with iOS development. I disagree with the reviews saying that the examples are too basic. Get Started Fast with Modern OpenGL ES Graphics Programming for iPhone, iPod touch, and iPad. OpenGL ES technology underlies the user interface and graphical capabilities of Apple's iPhone, iPod touch, and iPad, as well as devices ranging from video game consoles and aircraft cockpit displays to non-Apple smartphones. In this friendly, thorough introduction, Erik M. B. About the Author: Erik M. B.

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