OpenGL ES 3.0 Cookbook

By Parminder Singh

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Over 90 ready-to-serve, real-time rendering recipes on Android and iOS platforms using OpenGL ES 3.0 and GL shading language 3.0 to solve day-to-day modern 3D graphics challenges

About This Book

- Explore exciting new features of OpenGL ES 3.0 on textures, geometry, shaders, buffer objects, frame buffers and a lot more using GLSL 3.0
- Master intermediate and advance cutting edge rendering techniques, including procedural shading, screen space technique and shadows with scene graphs
- A practical approach to build the font engine with multilingual support and learn exciting imaging processing and post process techniques

Who This Book Is For

If you are new to OpenGL ES or have some experience in 3D graphics, then this book will be extremely helpful in raising your expertise level from a novice to professional. The book implements more than 90 recipes to solve everyday challenges, helping you transition from a beginner to a professional.

What You Will Learn

- Learn the essentials and exciting new features of OpenGL ES 3.0
- Discover the physics behind fundaments of light and material concepts with easy-to-follow examples
- Scratch the fragments with procedural shaders and learn how they work
- Master the basics of texturing, use compressed textures, and learn numerous mapping techniques
- Manage complex scenes with scene graphs and learn post-processing and image-processing techniques
- Build your font engine with multilingual support
- Master the working of recognized anti-aliasing techniques and implement FXAA and adaptive anti-aliasing

In Detail

"Write once, use anywhere" is truly the power behind OpenGL ES and has made it an embedded industry standard. The library provides cutting-edge, easy-to-use features to build a wide range of applications in the gaming, simulation, augmented-reality, image-processing, and geospatial domains.

The book starts by providing you with all the necessary OpenGL ES 3.0 setup guidelines on iOS and Android platforms. You'll go on to master the fundamentals of modern 3D graphics, such as drawing APIs, transformations, buffer objects, the model-view-project analogy, and much more. The book goes on to deal with advanced topics and offers a wide range of recipes on the light shading, real-time rendering techniques with static and procedure textures to create stunning visualizations and runtime effects.

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Editorial Review

About the Author

Parminder Singh

Parminder Singh is a senior 3D graphics engineer at Continental Automotive, Singapore. He also works as a part-time freelancer. In 2006, Parminder obtained his CSE degree from Punjab Technical University. He is a strong believer of design simplicity. In his opinion, this is a key factor that plays an important role in building scalable and manageable products. With this philosophy and as a passionate 3D architect, he has worked in the fields of network simulations, geomodeling, navigation, automotive, and infotainment systems. His research interests include GPU-based real-time rendering, geospatial terrain rendering, screen-spaced techniques, real-time dynamic shadows, scientific visualization, scene graphs, and anti-aliasing techniques. He is an OpenGL ES trainer and a member of the Khronos Group. Parminder loves to take up challenges related to real-time rendering. His current research and work includes futuristic implementation for next-generation graphics in the automobile domain in order to create stunning data, user interface, and visualization effects (merging 2D and 3D concepts). His hobbies include cooking, traveling, sharing knowledge, and exploring the possibilities of applied physics and mathematics. Feel free to reach Parminder at https://www.linkedin.com/in/parmindersingh18.

Users Review

From reader reviews:

John Honeycutt:

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