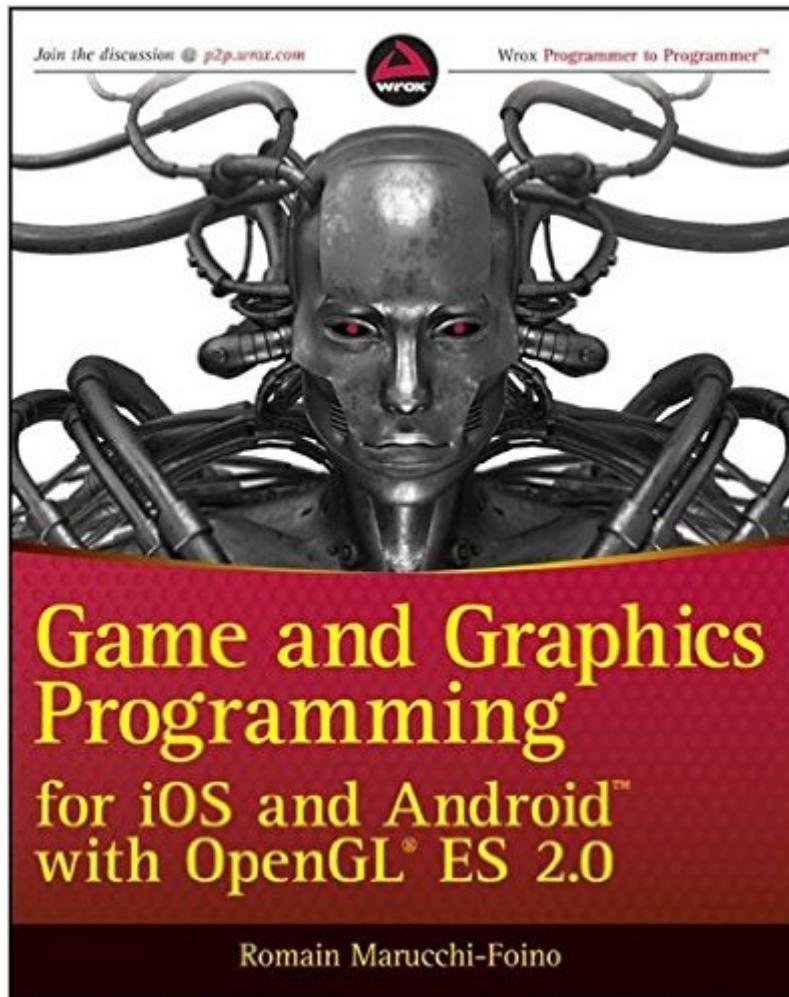# Game And Graphics Programming For IOS And Android With OpenGL ES 2.0

Synopsis

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.

Book Information

Paperback: 308 pages

Publisher: Wrox; 1 edition (January 30, 2012)

Language: English

ISBN-10: 1119975913

ISBN-13: 978-1119975915

Product Dimensions: 7.4 x 0.6 x 9.2 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 3.3 out of 5 starsÂ Â See all reviewsÂ (23 customer reviews)

Best Sellers Rank: #2,040,155 in Books (See Top 100 in Books)   #72 inÂ Books > Computers & Technology > Programming > Graphics & Multimedia > OpenGL   #1352 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development   #1436 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming

Customer Reviews

This book covers iOS and Android development and gives a pretty decent game engine to program along with the book. It starts out with rendering a quad and goes pretty quickly from there explaining 2D and 3D projections, physics, effects, lighting, model loading, building a scene, skeletal animation and sound. It's not total hand holding, but it's enough to get you there and the book isn't an

overwhelming 600 pages of bloat. Instead, 286 pages which is more in line with what I have time for.Most importantly, if you're an Android developer programming in the Windows environment, then this book will probably make you want to switch to Linux or Mac OSX. That's not such a bad thing as I learned after banging my head against the wall for a day or two.I chose Mac OSX since that's what the author is using. Yes, I could have figured it all out on Windows, but a Unix style OS is the easiest place to write your NDK apps and when I port them to iOS it won't be such a headache.Second, the instructions to help set up your environment using Eclipse, ADB, CDT, NDK, Sequoyah are a little sparse, but there are already a hundred tutorials out there on blogs and You Tube so it's good the author didn't tire out on that kind of thing.Third, the code isn't perfect, but with the amount of free code you're getting here, you should invest some time to figure out what's wrong and fix it yourself. I'm truly learning with this book and I don't mind a problem here and there if it's something easy enough to solve.Are these issues enough to detract from the overall usefulness of the book? In my opinion, no. I really like this book.

Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 Android Studio Development Essentials - Android 7 Edition: Learn to Develop Android 7 Apps with Android Studio 2.2 Advanced Graphics Programming Using OpenGL (The Morgan Kaufmann Series in Computer Graphics) iOS Programming: Starter Guide: What Every Programmer Needs to Know About iOS Programming OpenGL(R) Programming Guide: The Official Guide to Learning OpenGL, Version 1.2 (3rd Edition) Opengl Programming Guide: The Official Guide to Learning Opengl, Release 1 Mobile 3D Graphics: with OpenGL ES and M3G (The Morgan Kaufmann Series in Computer Graphics) Android: Programming in a Day: The Power Guide for Beginners In Android App Programming Subway Surfers Game: How to Download for Android, PC, iOS, Kindle + Tips Swift Programming Artificial Intelligence: Made Easy, w/ Essential Programming Learn to Create your * Problem Solving * Algorithms! TODAY! w/ Machine ... engineering, r programming, iOS development) Programming #8:C Programming Success in a Day & Android Programming in a Day! iOS Animations by Tutorials Second Edition: Updated for Swift 2.2: iOS 9 and Swift 2.2 Edition iOS 9 App Development Essentials: Learn to Develop iOS 9 Apps Using Xcode 7 and Swift 2 The iOS 5 Developer's Cookbook: Core Concepts and Essential Recipes for iOS Programmers (3rd Edition) (Developer's Library) The iOS Apprentice (Fourth Edition): Beginning iOS Development with Swift 2 More OpenGL Game Programming Beginning OpenGL Game Programming Learning Mobile App Development: A Hands-on Guide to Building Apps with iOS and Android Gotta Catch 'Em All! How To Play Pokemon Go Like A Pro!: (Android, iOS, Secrets, Tips, Tricks, Hints) Advanced 3D Game

Programming With Directx 10.0 (Wordware Game and Graphics Library)