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Paperback. Pub Date :2014-02-01 Pages: 271 Language: Chinese Publisher: Tsinghua University Press OpenGL ES2.0 Games and Graphics Programming: for iOS and Android. the book shows iOS and Android developers to create has extensive knowledge of all aspects of time 3D graphics for mobile applications and games need to know. including loading complex geometry and texture; GLSL material handling. sound. camera and shearing; path finding and AI. post-processing effects; real-time lighting and shadow effects; using skeletal animation. and so on. Contents: Chapter 1 Getting Started 1.1 Software Requirements 1.1.1 1.1.2 for iOS Developer 1.2 for Android developers to download the book SDK1.3 Import Project 1.3.1 for iOS 1.3.2 for Android Developers Developer 1.4 Templates 1.5 Summary Chapter 2 Setting Graphic Projection Projection 2.1 three basic types of 2D ortho projection 2.2 2.2....

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