Game and Graphics Programming for iOS and Android with OpenGL ES 2.0

Romain Marucchi-Foino

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Game and Graphics Programming for iOS and Android with OpenGL ES 2.0 Romain Marucchi-Foino **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.

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