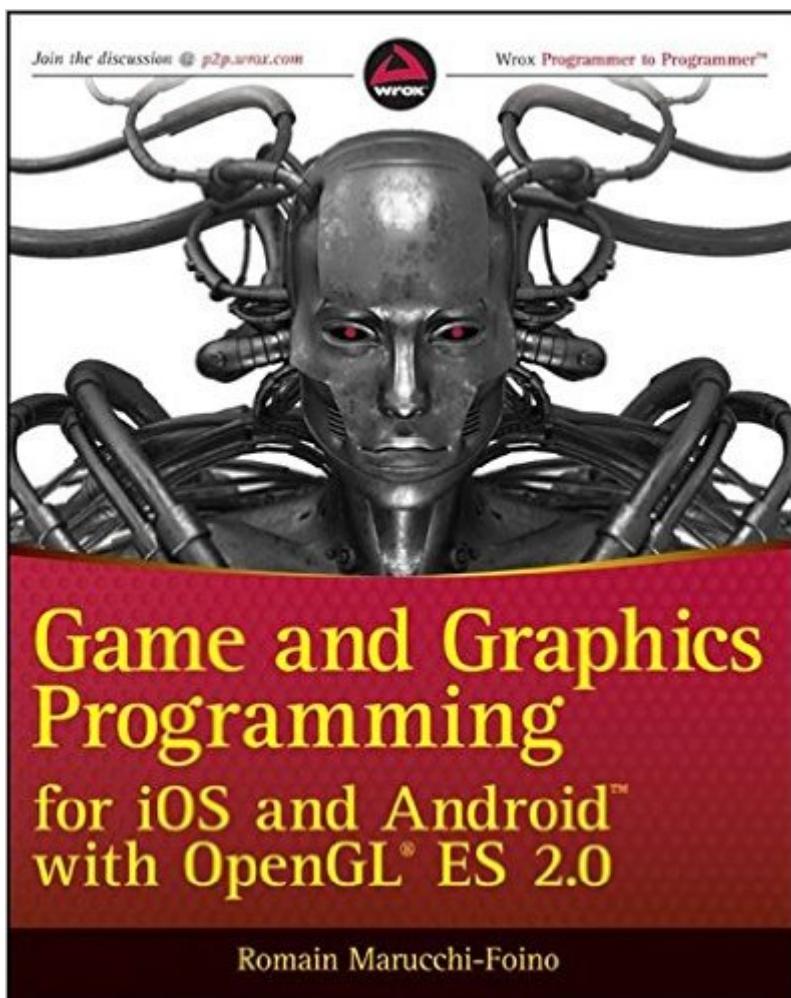


The book was found

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 OpenGL 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

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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 YouTube 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.

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