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In the OpenGL ES 3.0 Programming Guide, leading authorities on the OpenGL ES interface provide start-to-finish guidance on the new 3.0 release and how to maximize its use in a wide range of high-performance applications.

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The sample code for the OpenGL ES 2.0 Programming Guide is now available for WebGL, Android 2.2, and iOS 4.2 (in addition to continued support on Windows OpenGL ES 2.0). Additionally, in order to make it easier to provide future updates, I have migrated all of the source to the opengles-book-samples Google Code project.

OpenGL ES 3.0 Programming Guide, Second Edition [Book]

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