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Beginning OpenGL ES and GLKit - raywenderlich.com In this video, you'll get an overview of the Open GL framework as well as GLKit and what you'll be doing in this series. ---- About ...

Android OpenGL ES: Tutorial 1 - Triangle Using **OpenGL ES** to display a triangle on your android device.

First comparison of Vulkan API vs OpenGL ES API on ARM Vulkan API supports multithreading, which is particularly important for mobile platforms. Multithreading enables the system to ...

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Android. Intended for people familiar with Android but new to 3D ...

Raspberry Pi OpenGL ES 2.0 engine update - Creating Castles! Continued work on the graphics engine demonstrates hierarchical Level of Detailing in this Castle Editor demo.

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OpenGL ES 2, C++/SDL2 Demo on Raspberry Pi 3 (B) This demo is written in C++ and SDL2(2.0.8) using a 20k triangle cargo ship model loaded as an OBJ file. Shaders support basic ...

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Vulkan, OpenGL & OpenGL ES BOF - SIGGRAPH 2017 Event information and slides: <https://www.khronos.org/news/events/2017-siggraph>.

Performance comparison in Unity: Vulkan API vs OpenGL ES Side-by-side performance comparison of Skyforce Reloaded Unity-based game from Infinite Dreams. Both versions run at 60FPS ...

PowerVR Series6 GPUs running Gremlin demo (OpenGL ES 3.0) <http://withimagination.imgtec.com/index.php/news/introduc...> **opengl-es-3-0** A spooky scene featuring a very ...

WTF is going on with DX12 and Vulkan? Yes, yes, we heard you... DX12 and Vulkan are here. So here's a massive video covering these new APIs :) Massdrop link: ...

My first 3D game using OpenGL + Glut (Extended) Downloads for the

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executables and the source code in the description: This is a demo for a single player skill game.

I wrote an OpenGL first-person demo for DOS (256 colors, dithering, OSMesa) In this tool-assisted education video I create a simple FPS style walking and jumping scene for **OpenGL**, with DJGPP, in DOS.

OpenGL ES 3.1 Preview/Demo in Siggraph 2014 Neuer Benchmark von Rightware in der Demo-Version. Das Video stammt von Rightware, wir übernehmen daher keine Haftung ...

Beginning OpenGL ES 3.0 Mobile Programming 2 из 3 Вторая лекция из курса "Beginning **OpenGL ES 3.0 Mobile Programming**".

SDL 2.0 on Android using the NDK, OpenGL ES 2.0 and C++ 11 Video tutorial showing how to use the sample **android** project supplied with the SDL

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2.0 library to create an **android** app running ...

19. OpenGL ES (March 9, 2010) David Jacobs provides an introduction to **OpenGL ES**. Coordinate systems and transformations, drawing ...

Game On! - Surviving OpenGL Context Loss For **Android** Game Devs who are working on their own engines, **OpenGL** Context Loss is a tricky process to get right. Every time ...

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building a game in **OpenGL**. This is the third part of the series. ---- About ...

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