

UofU iPhone Group

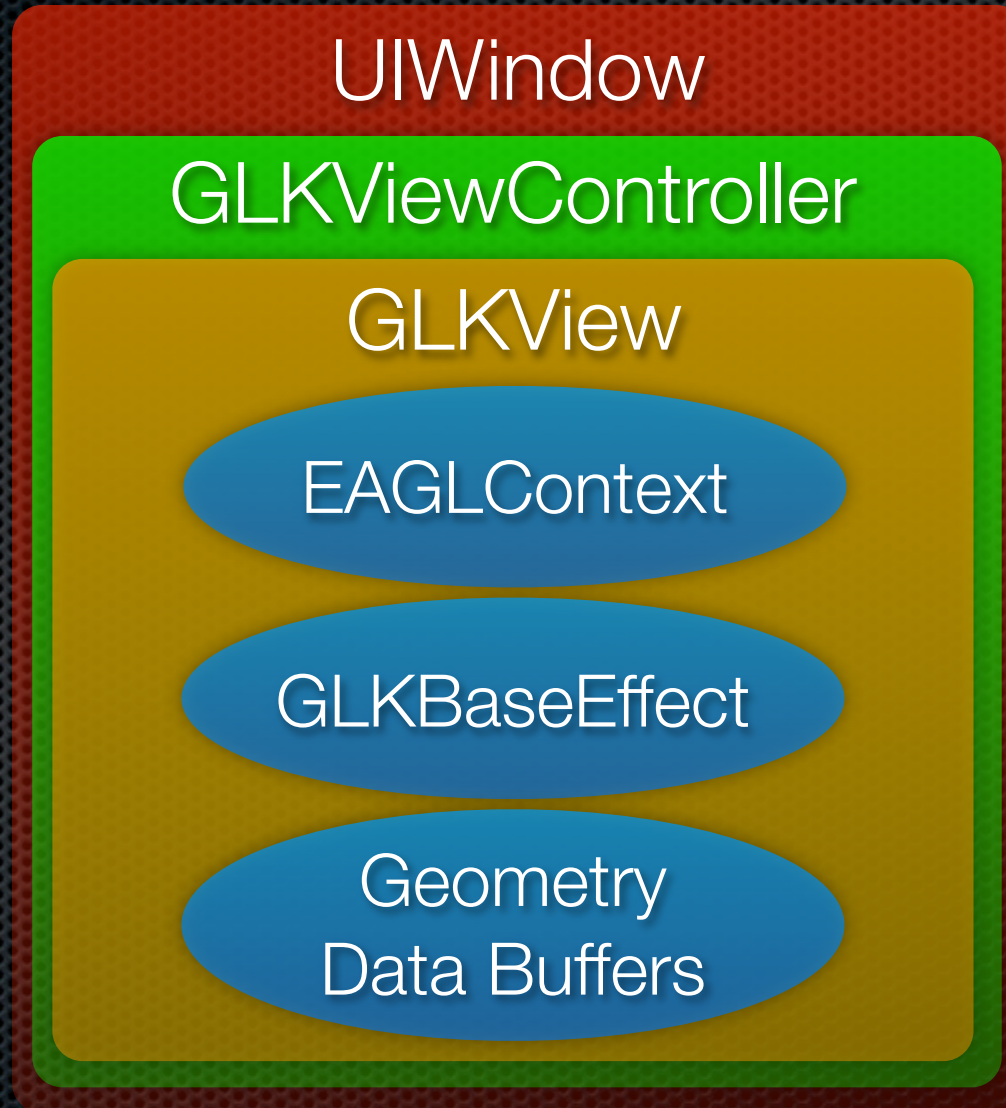
iOS5 GLKit

GLKit

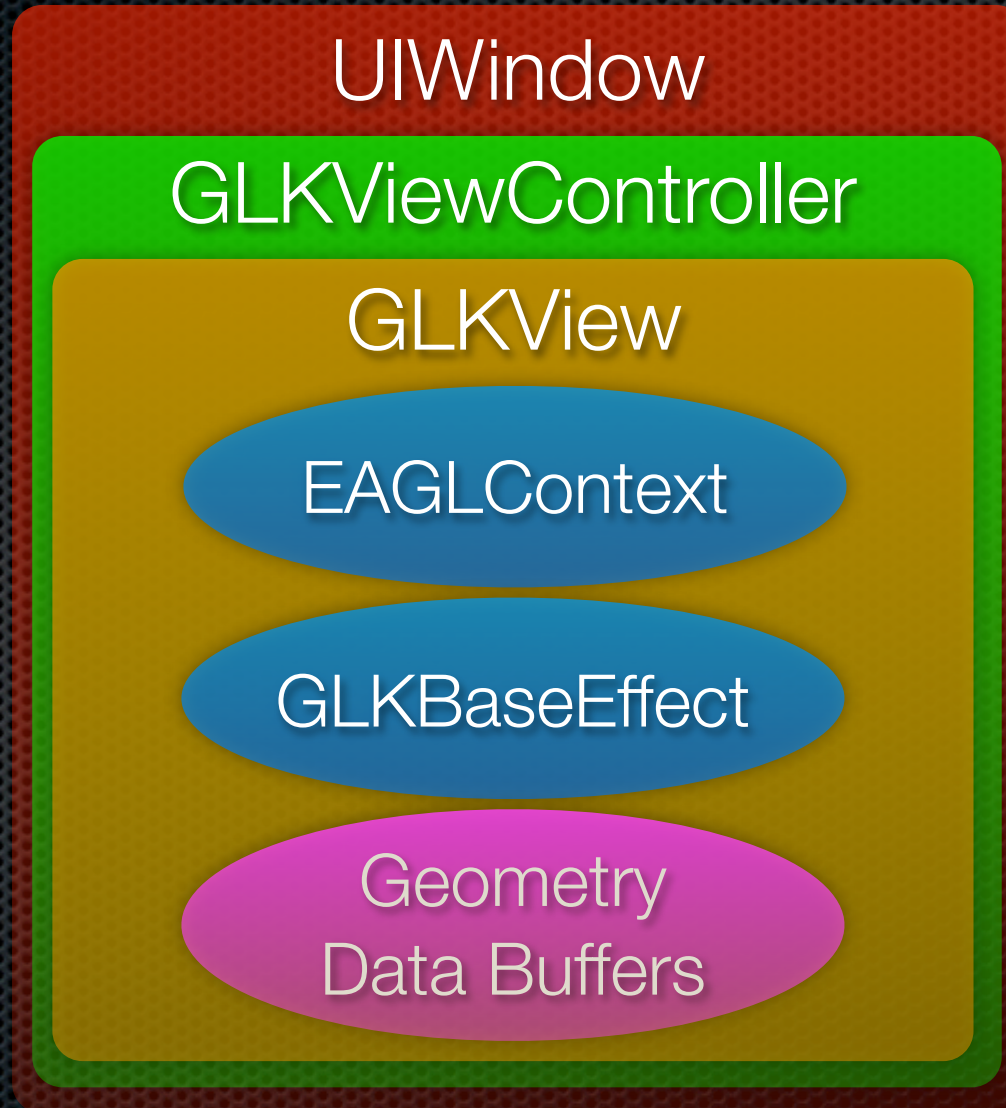
- **Simplifies setup** of an OpenGL ES2 application
- Supplies support for OpenGL **ES1 style applications in ES2**
- **GLKView** and **GLKViewController**
- Standard **texture loader** class
- **Vector** and **Matrix** Types!



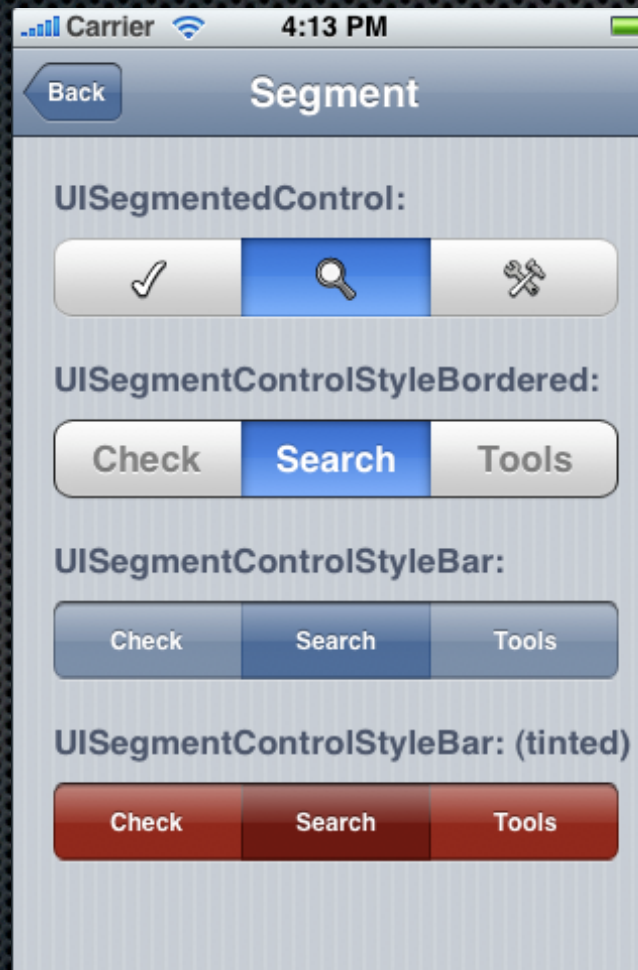
GLKit Basic Program



GLKit Basic Program

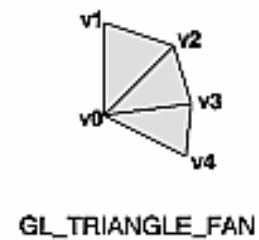
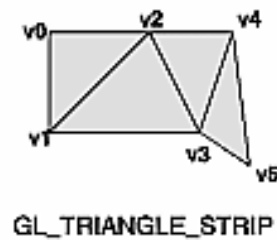
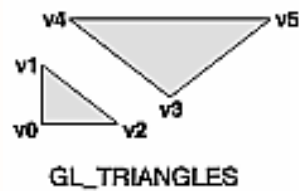
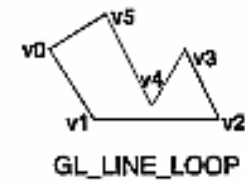
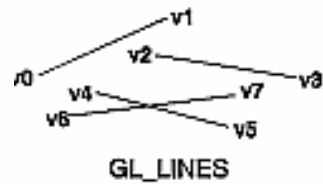


Controls?

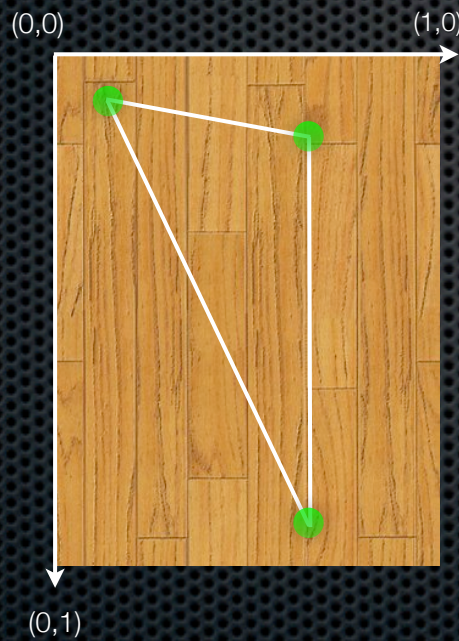
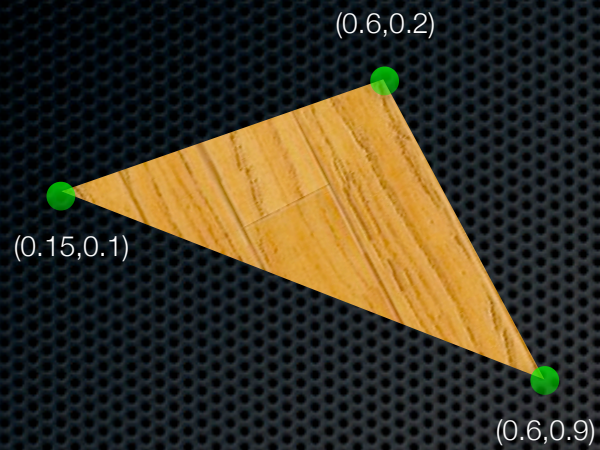


Geometry

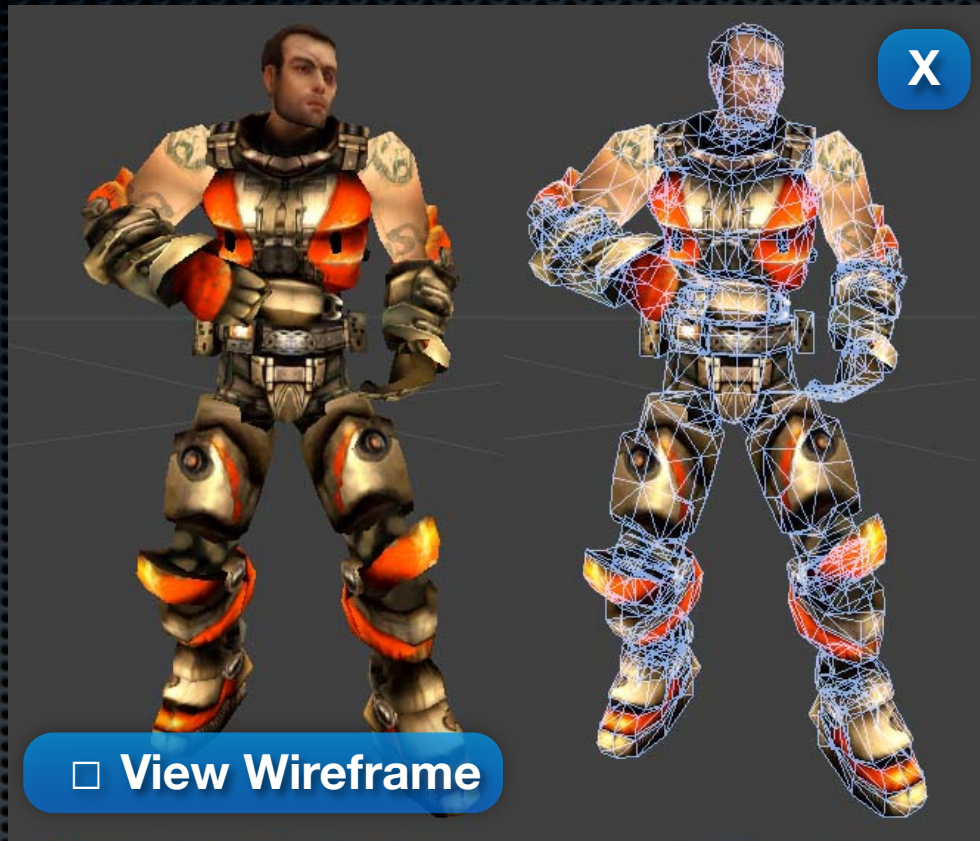
v0 ● v4
v1 ● v3
v2 ■
GL_POINTS



Texturing







GLCWindow : GLKView

GLCView : NSObject

GLCLabel : GLCView

GLCImageView : GLCView

GLCLabel

GLCCheck : GLCView

GLCLabel

GLCCheck : GLCView

GLCLabel

GLCCheck : GLCView

GLCButton : GLCView