

UofU iPhone Group

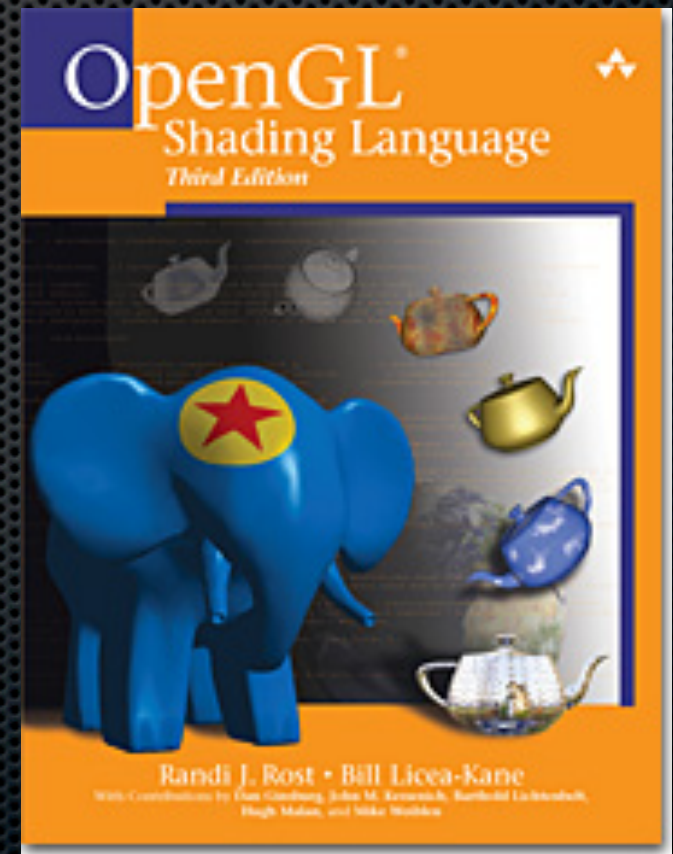
OpenGL ES2 Introduction

2D Games in 3D



OpenGL Resources

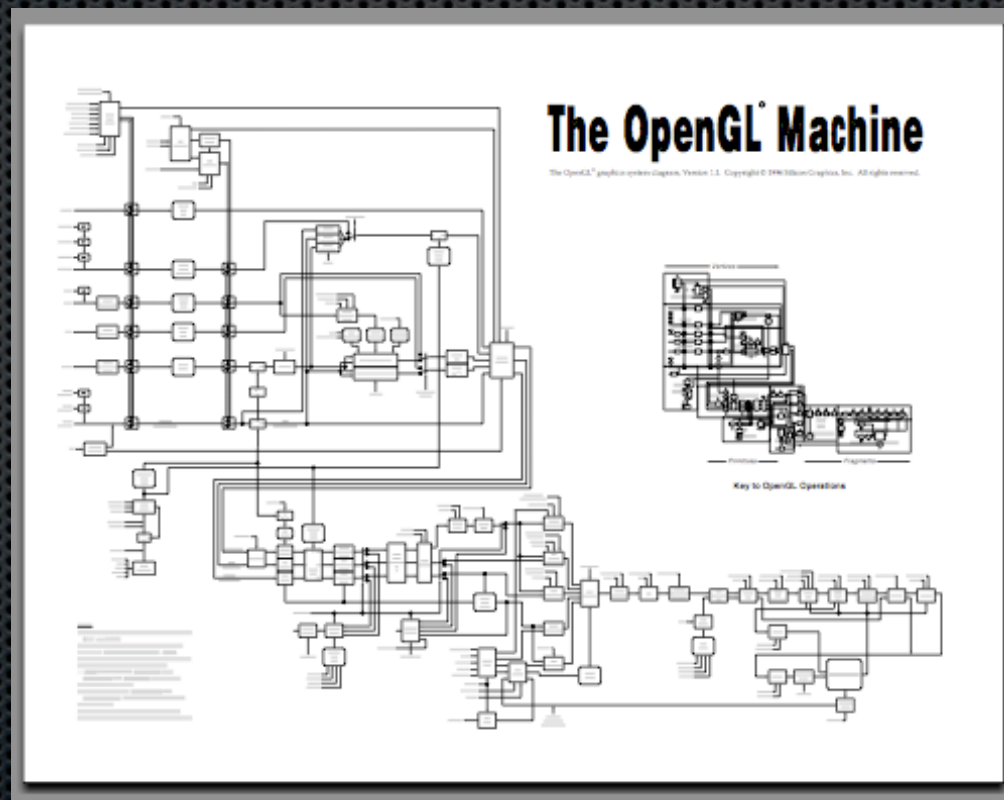
- Book specific to shaders
- Companion to the **OpenGL Redbook**



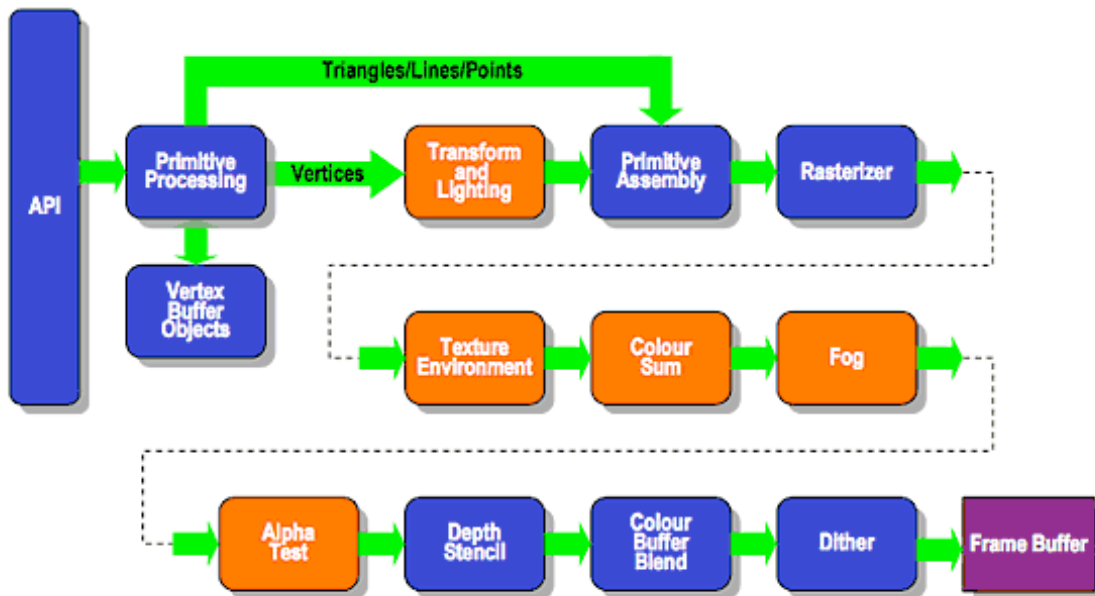
<http://www.3dshaders.com>

OpenGL is a State Machine!

Think of OpenGL as a machine with knobs and buttons that change the way geometry fed to it is drawn



Existing Fixed Function Pipeline



ES2.0 Programmable Pipeline

