

# Learning OpenGL ES For IOS: A Hands-on Guide To Modern 3D Graphics Programming By Erik Buck

**By Erik Buck**

(T385.B8195 2013) Learning OpenGL ES for iOS - A Hands-On Guide to Modern 3D Graphics Programming (Erik M. Buck) - Ebook download as PDF File (.pdf),

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Aug 05, 2012 Author: "Learning OpenGL ES for iOS: A Hands-on Guide to Modern 3D Graphics Programming", "Cocoa Design Patterns", "Cocoa Programming" Instructor

Erik M. Buck is the author of Cocoa Design Patterns (3.99 avg rating, 99 ratings, 5 reviews, published 2009), Learning OpenGL ES for iOS (3.80 avg rating

Expert developer Erik Buck, author of Cocoa Design Patterns and the upcoming Learning OpenGL ES for iOS: A Hands-on Guide to Modern 3D Graphics Programming, talks

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Learning OpenGL ES for iOS: A Hands-on Guide to Modern 3D Graphics Programming: I benefited enormously from Erik Buck's another book 'Cocoa Design Patterns'.

Android is booming like never before, with millions of devices shipping every day. In OpenGL ES 2 for Android: A Quick-Start Guide, you'll learn all about shaders

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I'm a beginner with OpenGL ES 2.0 and I'm looking for a good book/resource that will help me with my learning. I've found several books: OpenGL ES 2.0 Programming

Erik Buck is the author of Learning OpenGL ES for iOS (3.33 avg rating, 3 ratings, 0 reviews, published 2012), Cocoa Design Patterns Erik Buck s Followers.

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