



Open GL ES for iOS developer (3d)

Level: Advanced
Duration: 2 Days
Time: 10 AM - 5 PM
Cost: Call for details

Overview

Through this course you will get familiar with the techniques used in Open GL ES to create 2D and 3D iOS applications.

Description

Through this course you will get familiar with the techniques used in Open GL ES to create 2D and 3D iOS applications.

Who is this course for?

This course is for iOS developers.

Assumed Knowledge

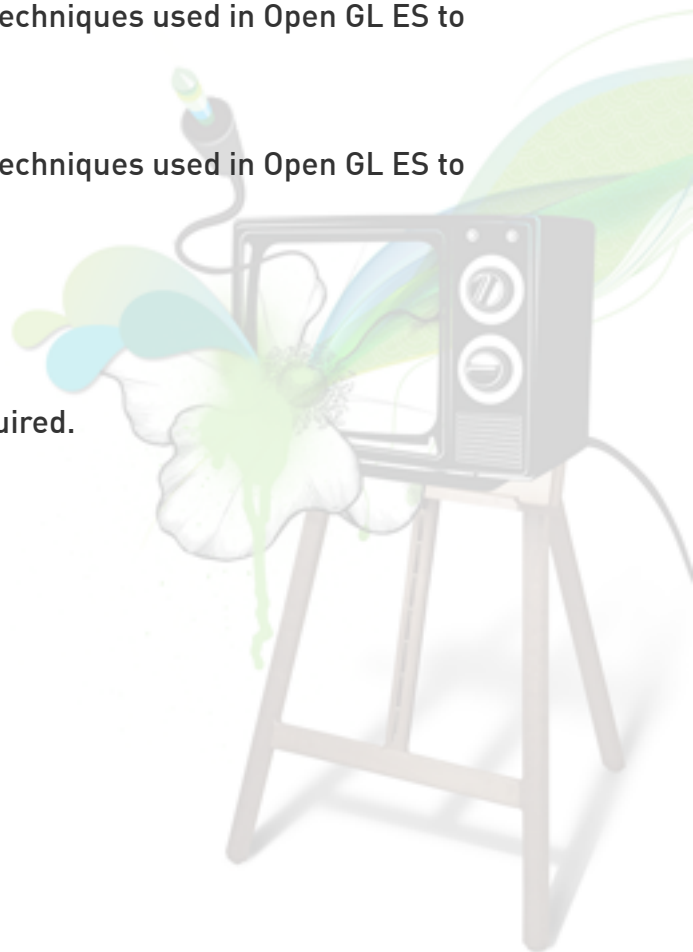
Previous knowledge of the iOS development is required.

What you will learn

- * OpenGL ES 1.0 vs OpenGL ES 2.0
- * Viewports
- * Lighting
- * Textures
- * Transformations
- * Animation principles and keyframe animation
- * The OpenGL ES Shading Language
- * Geometry, graphics pipeline and primitives
- * Vertex shaders
- * Fragment shaders and operations
- * Rendering techniques

Outline

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