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IPHONE 3D PROGRAMMING: DEVELOPING GRAPHICAL APPLICATIONS WITH OPENGL ES



O Reilly Media, Inc, USA, United States, 2010. Paperback. Book Condition: New. 231 x 178 mm. Language: English . Brand New Book. What does it take to build an iPhone app with stunning 3D graphics? This book will show you how to apply OpenGL graphics programming techniques to any device running the iPhone OS -- including the iPad and iPod Touch -- with no iPhone development or 3D graphics experience required. iPhone 3D Programming provides clear step-by-step instructions, as well...

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- Authored by Philip Rideout
- Released at 2010

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