OpenGL ES za Android

Matej Vidaković

Uvod

- Podskup standardnog OpenGL
- Embeded Systems – konzole, mobiteli
- Khronos Group
- verzije 1.x, 2.x, 3.x
- fixed function pipeline vs programmable pipeline

OpenGL ES

- GLSurfaceView
- Renderer
- Svijetlo
- Cube
  - samo triangle, nema quad

Sokoban

- input
- zvuk
- učitavanje levela
- logika

Literatura

- Mike Smithwick, Mayank Verma: „Pro OpenGL ES for Android“, Apress, 2012
- http://www.jayway.com/2009/12/03/opengl-es-tutorial-for-android-part-i/
- http://developer.android.com/guide/topics/graphics/opengl.html