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### Sync Objects and Fences - OpenGL ES 3.0: Programming Guide ...

OpenGL ES 3.0 Programming Guide This repository contains the sample code for the OpenGL ES 3.0 Programming Guide by Addison-Wesley Professional (<http://www.opengles-book.com>).

### OpenGL ES 3.0 Programming Guide - GitHub

OpenGL® ES 3.0 Programming Guide, published by Addison-Wesley, provides a comprehensive introduction to OpenGL ES concepts. OpenGL® Shading Language, Third Edition, also published by Addison-Wesley, provides many shading algorithms useable in your OpenGL ES app. You may need to modify some of these algorithms to run efficiently on mobile ...

### About OpenGL ES - Apple Developer

The sample code for the OpenGL ES 3.0 Programming Guide can be downloaded from <https://github.com/danginsburg/opengles3-book/>.

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