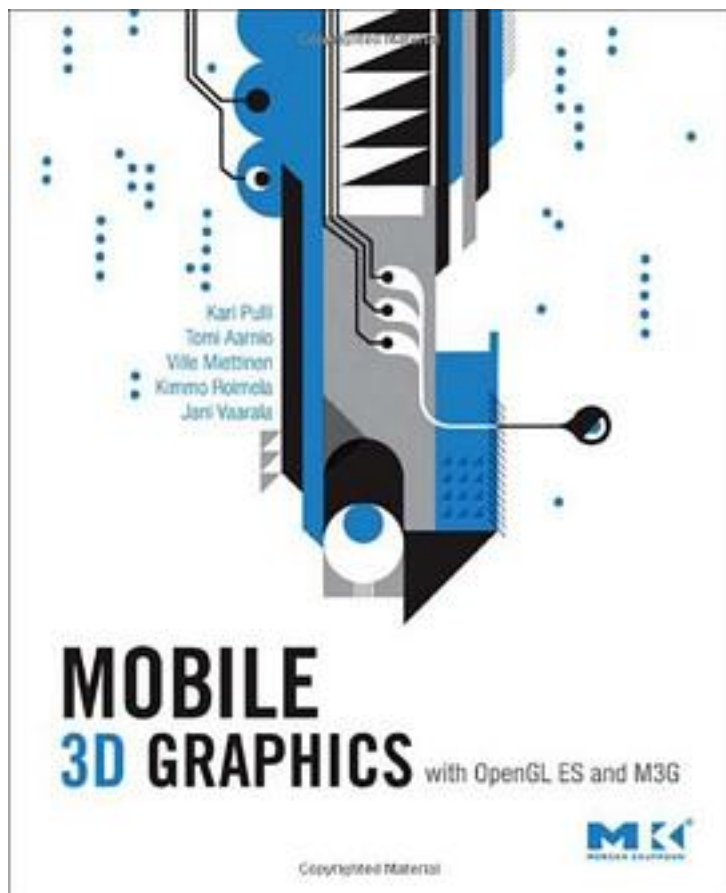# Mobile 3D Graphics

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This provides an in-depth look at the new OpenGL ES (The Standard for Embedded Accelerated 3D Graphics) and shows what these new embedded systems graphics libraries can provide for 3D graphics and games developers. It teaches fundamental 3D mobile graphics programming with standard APIs and covers the basic and advanced

application program interfaces behind the major wireless and mobile devices supporting 3D graphics applications.

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