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About ... Optimizing OpenGL for iPhone (May 15, 2009) Tim Omernick from the popular gaming company, ngmoco, provides a broad overview of OpenGL on the iPhone. "GPGPU Programming with Metal" by Janie Clayton In 2014, Apple announced a new proprietary GPU programming framework to augment OpenGL ES: Metal. For the first time in the ... Apple Deprecate OpenGL in next iOS and Mac OS releases At today's WWDC conference Apple made several announcements. Perhaps of the most direct impact to game developers, going ... Your First OpenGL Scene - Beginning OpenGL ES and GLKit - raywenderlich.com In this video, you'll write your very first Open GL application and learn about the various components that you need to setup. Vertex Buffers and Attributes - Beginner OpenGL ES and GLKit - raywenderlich.com In this video, you'll learn about vertex buffers and attributes then how to use them in OpenGL ----

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