



Learn **OpenGL ES** graphics programming for Android at your own pace

OpenGL ES Learning Kit for Android™

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OpenGL ES Learning Kit for Android is an e-learning aid for learning programming using OpenGL ES, a 3D graphics API used on Android. Starting from the basics, the kit is designed to make learning programming easy, even for beginners. You can acquire the basic skills required to develop actual software for Android by learning OpenGL ES programming through exercises performed on the Android platform. (Please see the reverse of this page for details about the learning content.)

DMP regularly conducts OpenGL ES program training courses I and II, which are approved by the Khronos Group as their official training courses. We also provide e-learning materials based on these training courses in order to help a wider range of programmers to learn 3D graphics programming.

Easy-to-understand explanations using narrations and animated images

Explanations in the presentation materials are provided in easy-to-understand language using narrations and animated images so as to ensure that users can understand the actual processes involved in graphics programming more efficiently than they would be able to by just reading a book. The content selection function and keyword search function allow you to learn either chapter by chapter or by subject. To help you deepen your understanding, we provide exercises that enable users to experience the compiling and execution of sample code, together with explanations of the code.

An intuitive interface with
content selection and keyword
search functions

Easy-to-understand explanations
of how to use the Android SDK,
detailed information on the OpenGL ES API
and sample source code, as well as narrations
and animated images

Demonstration content and purchasing details

This learning kit can be purchased online. Use the following URL to view a demonstration and purchase the learning kit.

http://www.dmprof.com/e_products/e_service/e_android/



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