Beginner

OpenGL ES
& GLKit

Hands-On Challenges

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Final Challenge: Continue Your OpenGL Journey

As I mentioned in the beginning of this series, learning OpenGL is a long journey.

My hope is that this series at least gave you a solid starting point, and some practical examples you can play with and work from.

Your final challenge is to continue your journey and learn more about OpenGL. Here are some suggestions you might want to try:

• Add a few more features to the Breakout game demonstrated in lecture.

• Go through some online articles and tutorials on OpenGL to solidify your understanding of what you learned here and go a bit further.

• Read a book on OpenGL ES and/or GLKit. My recommendations are iPhone 3D Programming by Philip Rideout or Learning OpenGL ES for iOS by Erik Buck.

• Read a book on GLSL shading language. My recommendation is the OpenGL 4.0 Shading Language Cookbook by David Wolff.

• Develop some of your own shaders and OpenGL toys for practice.

• The ultimate - make your own OpenGL app or game and release it on the App Store!

Thank you for attending this workshop – and I wish you best of luck with your OpenGL adventures!