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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 ...

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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>).

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OpenGL ES 3.0 introduces a new feature, called a fence, that provides a way for the application to inform the GPU to wait until a set of OpenGL ES operations have finished executing before queuing up more for execution. You can insert a fence command into the GL command stream and associate it with a sync object to be waited on.

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