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OpenGL 4.0 was released alongside version 3.3. It was designed for hardware able to support Direct3D 11. As in OpenGL 3.0, this version of OpenGL contains a high number of fairly inconsequential extensions, designed to thoroughly expose the abilities of Direct3D 11-class hardware. Only the most influential extensions are listed below.

OpenGL - Wikipedia

The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps,

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1.2 Programmer 's View of OpenGL ES	1

OpenGL ES 3.0.6 (November 1, 2019) - Khronos Group  
You really need to already understand all the concepts of OpenGL, C style programming languages, and 3D programming in general before this book will be of any use to you. It is geared toward people who are ready to move from an older version to 3.0. We are not looking

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at a book that starts with a small sample and takes you to the end of a project.

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