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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

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

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OpenGL ES 3.0. OpenGL ES 3.0 is new in iOS 7. Your app can use features introduced in OpenGL ES 3.0 to implement advanced graphics programming techniques—previously available only on desktop-class hardware and game consoles—for faster graphics performance and compelling visual effects. Some key features of OpenGL ES 3.0 are highlighted below.

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