

Title	[Khronos Group Approved] GLSL Programming training course (getting started)	
Schedule	Sep 13-14, 2007 (2 days) 10:00-17:00 (open at 9:30)	
Overview	The OpenGL ES roadmap has been tailored to the diverse needs of the embedded industry and contains two tracks with "1.X" and "2.X" specification roadmaps that will evolve in parallel. The 1.X roadmap will continue to be developed for new-generation fixed function 3D accelerators while the 2.X roadmap will enable emerging programmable 3D pipelines. This course introduces the world of programmable pipeline by explaining basic topics of the GLSL (OpenGL Shading Language) which is a core feature of OpenGL ES 2.x and OpenGL 2.x.	
Goal	<p>After this course is completed, it is assumed that following items can be achieved.</p> <ol style="list-style-type: none"> 1. To understand architecture of OpenGL ES 2.0. 2. To be able to read shader programs using GLSL 1.1. 3. To be able to write simple shader programs using GLSL 1.1. 	
Prerequisites	<p>Attendees should have familiarity with:</p> <ul style="list-style-type: none"> - C Language programming - Basic topics of 3D computer graphics and the OpenGL(ES). - Basic topics of linear algebra (vector notation and matrix multiplication) <p>This course is held in Japanese.</p>	
Capacity	8 people (Seating in Courses is on a first-come, first-served basis.)	
Tuition fee	99,750 Yen (taxes included, for 1 person, 2 days) Khronos Member: 94,500 Yen	
Place	DMP Inc. Seminar Room (2 minutes walk from JR Mitaka station) http://www.dmpof.com/d/en/en_access_map.html	
curriculum	<p>Day 1</p> <ol style="list-style-type: none"> (1) Introduction (2) OpenGL 2.0 Overview (3) GLSL Language Syntax (4) Vertex Shader 	<p>Day 2</p> <ol style="list-style-type: none"> (5) Fragment Shader (6) Coordinate System (7) Lighting (8) Debug (10) Conclusions
	* Please note the topics of this course are subject to change without prior notice.	
Details/Application	http://www.dmpof.com/d/jp/developer_training.html	