

Title	[Khronos Group Approved] OpenGL ES Programming training (advanced course)
Schedule	May 11, 2007 (1day) 10:00-17:00 (open at 9:30)
Overview	This course demonstrates the more sophisticated techniques possible using the OpenGL ES 1.1. By explaining the techniques required to generate images of greater realism, the course provides deeper insights into OpenGL ES functionality. Also, this course refer to performance aspects of OpenGL ES application and basic concept of OpenGL ES 2.x.
Goal	After this course is completed, it is assumed that following items can be achieved. <ol style="list-style-type: none"> <li>1. To be able to implement some visual effects using OpenGL ES 1.1 standard.</li> <li>2. To be able to give consideration to performance aspects of OpenGL ES 1.1 application.</li> <li>3. To understand basic concept of OpenGL ES 2.0</li> </ol>
Prerequisites	Programming knowledge (especially C), a good grasp of computer graphics concepts and familiarity with basic topics of the OpenGL ES 1.1. This course are held in Japanese.
Capacity	8 people (Seating in Courses is on a first-come, first-served basis.)
Tuition fee	49,560 Yen (taxes included, for 1 person, 1 day) Khronos Member: 45,000 Yen
Place	<a href="http://www.dmpof.com/d/en/en_access_map.html">DMP Inc. Seminar Room (2 minutes walk from JR Mitaka station)</a> <a href="http://www.dmpof.com/d/en/en_access_map.html">http://www.dmpof.com/d/en/en_access_map.html</a>
curriculum	<ol style="list-style-type: none"> <li>(1) Introduction</li> <li>(2) Texture Mapping(II)</li> <li>(3) Compressed Texture</li> <li>(4) Draw Texture</li> <li>(5) Dynamic Cube Mapping</li> <li>(6) Planer Reflection</li> <li>(7) Dot3 Bump Mapping and Specular Mapping</li> <li>(8) Stencil Shadow</li> <li>(9) Hint for Performance Evaluation</li> <li>(10) Overview of OpenGL ES 2.0</li> <li>(11) Conclusions</li> </ol>
Details/Application	<a href="http://www.dmpof.com/d/jp/developer_training.html">http://www.dmpof.com/d/jp/developer_training.html</a>