OpenGL ES Next

- OpenGL ES Working Group plans to release a new version of OpenGL ES in 2014
- The main features of the new API are:
  - Backward compatibility with OpenGL ES 2.0 and 3.0
  - Compute shaders, with atomics and image load/store capability
  - Separate shader objects
  - Indirect draw commands
  - Enhanced texturing functionality including texture gather, multisample textures and stencil textures
  - Enhanced shading language functionality
- For clarification purposes the new API will not include:
  - Tessellation and geometry shaders