

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

