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**Dave Astle**

He is the cofounder  
and Executive

Producer of

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leading online  
community for  
game developers.

He is the co-author  
of OpenGL Game  
Programming, has  
contributed to  
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books, and has spoken at industry conferences, including the Game Developers Conference.

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He is the co-author  
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books, and has spoken at industry conferences, including the Game Developers Conference. When not absorbing radiation from his monitor, Dave enjoys music, reading, skating, collecting rhinos (not real ones)

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yet), and playing  
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to build OpenGL ES  
code for each  
platform. Coverage  
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communicating  
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shaders and



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Geometry, vertices,

and primitives:

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and assembling it  
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objects, and  
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covers the three



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quad trees, and  
ROAM. Texture  
mapping and  
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are also discussed,  
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so you can readily

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three flexible  
languages as they  
relate to creating  
games. No matter  
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