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In the OpenGL ES 3.0 Programming Guide, Second Edition, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback.

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OpenGL Programming Guide: Programming Guide > Chapter 12 Chapter 12 Evaluators and NURBS. Chapter Objectives. Advanced. After reading this chapter, you'll be able to do the following: Use OpenGL evaluator commands to draw basic curves and surfaces; Use the GLU's higher-level NURBS facility to draw more complex curves and surfaces;

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