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OpenGL for Embedded Systems (OpenGL ES or GLES) is a subset of the OpenGL computer graphics rendering application programming interface (API) for rendering 2D and 3D computer graphics such as those used by video games, typically hardware-accelerated using a graphics processing unit (GPU). iPhone/iPad/iPod Touch 2D/3D OpenGL ES (iPod Touch iPhone 3DCG) OpenGL/OpenGL ES Cg, GLSL Java Platform, Micro Edition or Java ME is a computing platform for development and deployment of portable code for embedded and mobile devices (micro-controllers, sensors, gateways, mobile phones, personal digital assistants, TV set-top boxes, printers). Java ME was formerly known as Java 2 Platform, Micro Edition or J2ME., Mobile 3d Graphics With Opengl Es And M3g.

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