

## **kode80 Releases First Full OpenGL Programming Environment to App Store**

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kode80 LLC is pleased to announce the release of GLSL Studio. GLSL Studio is the first full featured OpenGL programming environment for iOS enabling graphics/game developers to work on GPU code and effects directly on their iOS devices while also providing a safe and easy environment for aspiring developers to learn through experimentation. GLSL, OpenGL Shader Language, is a GPU programming language used by most modern portable devices and new technologies such as WebGL.

Fort Lauderdale, Florida - kode80 LLC today is pleased to announce the release of GLSL Studio, the first full featured Open GL programming environment for iOS. GLSL Studio brings serious GPU programming abilities to iOS allowing graphics coders to work on the go and filling a gap in the App Store productivity library.

GLSL (OpenGL Shader Language) is a GPU programming language used by most modern portable devices and new technologies such as WebGL. GLSL programs are run directly on the graphics hardware allowing full control over how geometry and pixels are processed. GLSL Studio not only enables the creation, editing and compilation of shader programs but also exposes device capabilities such as multi-touch and live video streaming to them allowing for things such as realtime video filters to be created.

Aimed at both novice and expert developers alike, GLSL Studio provides a safe and easy environment for experimenting with GPU programs requiring nothing more than an iOS device. Various example programs ranging in complexity are included giving new programmers lots of material to learn from and expert programmers a starting point for their own programs. GLSL programs can be used directly in applications on any platform that supports OpenGL ES 2.0 and GLSL Studio allows exporting via iTunes File Sharing and email attachment so work done on the road can easily be integrated into a main project.

Initially intended for release mid-December last year, GLSL Studio was delayed due to App review issues surrounding programming apps. GLSL Studios creator Ben Hopkins had this to say "I'm proud and excited to finally see GLSL Studio released. Apple is rightfully cautious about programming Apps in the store due to their ability to run unapproved code. I'm really happy that we were able to work it out and GLSL Studio is now available unchanged. I personally use GLSL Studio for my own games and apps and I hope it will introduce more iOS users to the joys of GPU programming".

### Features:

- \* Create ES 2.0 vertex & fragment shaders
- \* Compiler debug output
- \* Realtime syntax highlighted code editor
- \* Various 2D/3D example programs included

### Generate vertex data in-app:

- \* Primitives: Grid, Cube, Sphere, Torus
- \* Texture Coordinates: LinearX/Y/Z, Sphere
- \* Normals: Flat/Smooth

### Manage textures in-app:

- \* Use 8 unique textures per program
- \* Stream camera to texture
- \* Customize texture parameters
- \* Manage Attributes, Varyings & Uniforms
- \* Bindings (multi-touch, motion & more)
- \* Orthographic & perspective projection
- \* Retina enabled

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- \* Export via email attachment
- \* Export via iTunes File Sharing
- \* Universal, buy once run on iPod/iPhone/iPad
- \* OpenGL ES 2.0 widely supported inc. WebGL

Device Requirements:

- \* Requires iPhone 3GS, iPod touch 4th Gen, iPad or later
- \* Requires iOS 4.0 or later
- \* 3.5 MB

Pricing and Availability:

GLSL Studio 1.0 is only \$1.99 USD or equivalent amount in other currencies and available worldwide exclusively through the App Store in the Productivity category.

kode80:

<http://kode80.com/>

GLSL Studio 1.0:

<http://glsstudio.com/>

Purchase and Download:

<http://itunes.apple.com/app/gsl-studio/id481421644>

Screenshot:

<http://a3.mzstatic.com/us/r1000/083/Purple/eb/ee/c5/mzl.jvsxssgo.320x480-75.jpg>

App Icon:

<http://a2.mzstatic.com/us/r1000/093/Purple/d9/14/fc/mzm.ktkvtjyx.175x175-75.jpg>

Press Kit (zip):

[http://kode80.com/press/GLSLStudio\\_ScreenshotsAndIcon.zip](http://kode80.com/press/GLSLStudio_ScreenshotsAndIcon.zip)

kode80 LLC was founded in 2009 by Ben Hopkins to provide software development services to clients around the world and games, tools and toys to the masses. Ben has been writing software for over 15 years on a variety of platforms ranging from game consoles to desktop to mobile. Previous iOS Apps from kode80 (HoloToy and 1-bit Ninja) have won various awards, been featured by Apple and hit the top App Store charts worldwide. Copyright (C) 2009 - 2011 kode80 LLC. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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Link To Article: <https://prmac.com/release-id-36636.htm>

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