

## [OpenGL](#) ES - The Standard for Embedded 3D Graphics

[OpenGL](#)® ES is a royalty-free, cross-platform API for full-function 2D and 3D graphics on embedded systems - including consoles, phones, appliances and vehicles. It consists of well-defined subsets of desktop [OpenGL](#), creating a flexible and powerful low-level interface between software and graphics acceleration. [OpenGL](#) ES includes profiles for floating-point and fixed-point systems and the EGL™ specification for portably binding to native windowing systems.