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graphics) from the base-class TOpenGLApp, and instantiate it in a file containing the proper initialization code inside it's main() function. This scheme might seem a bit awkward at first, but it is the only logical solution to a rather com-

Advanced Computer Graphics using OpenGL

Introduces the three-dimensional computer graphics with OpenGL. In this playlist, we will write shaders, which are programs that run on the graphics card (gr...

3D Computer Graphics Using OpenGL - YouTube

Abstract. This advanced course demonstrates sophisticated and novel computer graphics programming techniques, implemented in C using the widely available OpenGL library. By explaining the concepts and demonstrating the techniques required to generate images of greater realism and utility, the course helps students achieve two goals: they gain a deeper insight into OpenGL functionality and computer graphics concepts, while expanding their "toolbox" of useful OpenGL techniques.

Advanced Graphics Programming Techniques Using OpenGL

This advanced course demonstrates sophisticated and novel computer graphics programming techniques, implemented in C using the widely available OpenGL library.

Advanced Graphics Programming Techniques Using OpenGL

Open Graphics Library (OpenGL) is a cross-language (language independent), cross-platform (platform independent) API for rendering 2D and 3D Vector Graphics (use of polygons to represent image). OpenGL API is designed mostly in hardware. Design: This API is defined as a set of functions which may be called by the client program.

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