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

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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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