

#4: OpenGL Implementation & Project 2

CSE167: Computer Graphics

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How was Project 1?

- Too Hard?
 - Too Easy?
 - Not enough time?
 - Not enough explanation?
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- Goal of Project 1: *Get comfortable with Matrices, Vectors, Points, and Order of Operations*

Outline for Today

1. What is OpenGL?
2. Program Layout and Common Commands
3. Stack Operations
4. C++, Vectors, Matrices
5. Project 2