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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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