

# 3D Graphics From Scratch Summary

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# 1 Introduction

The goal of this is to summarize the 3D Graphics from scratch course by [PIKUMA](#) for me to use in the future for reference.

The course goal is learning how to make 3D Graphics from scratch, without using OpenGL or Vulkan or any other graphics API, just C Programming Language & Math.

## 1.1 Dependencies

### 1.1.1 C Programming Language



C programming language is used because of its simplicity, when doing and understanding something on C you will be able to convert it to any other language easily when needed.

### 1.1.2 SDL



SDL is used to avoid the very long process of managing windows and drawing pixels on screen, which is also a different process for every operating system.

With SDL, it would be much easier to do so and the same code will work for every operating system.

## 1.2 Project Structure

```
$project-root:/
|-- src
|   |-- main.cpp
|   |-- utils.cpp
|   -- utils.h
|-- include
|   -- project
|       -- config.h
|-- docs
|   -- README.md
-- CMakeLists.txt$
```