Alpha Engine Documentation

# Graphics

Scene Graph

Renderer

Graphics System

GL Nodes

Data

(Textures, etc.)

Buffers and Handlers

Shaders

Generic, Library Independent Level

OpenGL Implementation Level

GL Renderer

Basic Geometry

The Graphics System class is a singleton which consists of a Scene class and a Renderer class. These structures sit in the Generic, Library Independent Level. The Scene class is used to control the scene graph functionality and consists of Scene Nodes. Certain Scene Nodes cannot be implemented without a graphics library (Drawable Nodes) and are therefore implemented in the OpenGL implementation level. It is important to note that implementation level code can reference higher level, generic code, but NOT the other way round. This provides a level of abstraction by encapsulating the library specific code, which allows for easily swapping out the implementation level code for a different library implementation.