**[OpenGL]——gluPerspective(fovy, aspect, zNear, zFar)**

[**https://www.twblogs.net/a/5b8248662b71772b882ff5f9**](https://www.twblogs.net/a/5b8248662b71772b882ff5f9)

**How to draw cylinder in y or x axis in opengl**

[**https://stackoverflow.com/questions/8631009/how-to-draw-cylinder-in-y-or-x-axis-in-opengl**](https://stackoverflow.com/questions/8631009/how-to-draw-cylinder-in-y-or-x-axis-in-opengl)

**openGL之API學習（八）glutSwapBuffers**

[**https://www.twblogs.net/a/5c87640ebd9eee35fc1454a8**](https://www.twblogs.net/a/5c87640ebd9eee35fc1454a8)

**OpenGL in 3D**

[**https://inf.pucrs.br/~flash/cg/aulas/opengl/opengl3d.html**](https://inf.pucrs.br/~flash/cg/aulas/opengl/opengl3d.html)

**OpenGL and Assignment #1**

[**http://graphics.cs.cmu.edu/nsp/course/15-462/Fall04/slides/04-opengl.pdf**](http://graphics.cs.cmu.edu/nsp/course/15-462/Fall04/slides/04-opengl.pdf)

**random GitHub**

[**https://github.com/Alzahraa-Ahmed/Computer-Graphics-OpenGL-Assignment-2--Hello-GLFW/blob/master/main.cpp**](https://github.com/Alzahraa-Ahmed/Computer-Graphics-OpenGL-Assignment-2--Hello-GLFW/blob/master/main.cpp)

[**https://github.com/ric113/ComputerGraphics/blob/master/OpenGL\_HW01/OpenGL\_HW01/main.cpp**](https://github.com/ric113/ComputerGraphics/blob/master/OpenGL_HW01/OpenGL_HW01/main.cpp)

**OpenGL中平移函数glTranslatef()、旋转函数glRotatef()的理解**

[**https://blog.csdn.net/Tan\_HandSome/article/details/50614146**](https://blog.csdn.net/Tan_HandSome/article/details/50614146)

**opengl glutmainloop()**

[**https://stackoverflow.com/questions/1862496/opengl-glutmainloop**](https://stackoverflow.com/questions/1862496/opengl-glutmainloop)

**OpenGl 之学习笔记 glNormal3f 函数理解和光源相关知识总结**

[**https://blog.csdn.net/p942005405/article/details/103900321**](https://blog.csdn.net/p942005405/article/details/103900321)