## Renderer + RenderTerrain() + RenderModel() + BindTexture() + DepthTest() + RenderSkybox() + SetShader() + SetShaderSkybox() + TerrainSetup() + SkyboxSetup() + TextureFromFile() and 9 more... OpenGL + RenderTerrain() + RenderModel() + BindTexture() + DepthTest() + RenderSkybox() + SetShader() + SetShaderSkybox() + TerrainSetup() + SkyboxSetup() + TextureFromFile() and 10 more...