

Computer Graphics in Vulkan and Modern OpenGL

OpenGL

<https://www.opengl.org/>

<https://glew.sourceforge.net/>

Vulkan

<https://www.vulkan.org/>

Compilers

<https://www.codeblocks.org/>

<https://code.visualstudio.com/>

<https://netbeans.apache.org/>

<https://www.eclipse.org/downloads/packages/release/helios/sr2/eclipse-ide-cc-developers>

Blender

<https://www.blender.org/>

Simple Directmedia Layer

<https://www.libsdl.org/>

AMD

<https://www.amd.com/en/support>

NVIDIA

<https://www.nvidia.com/download/index.aspx>

INTEL

<https://www.intel.com/content/www/us/en/support/articles/000090440/graphics.html>

Terms and Concepts

Resolution

CRT

Rasterization

Computer Graphics

Translation

Vector

Curves