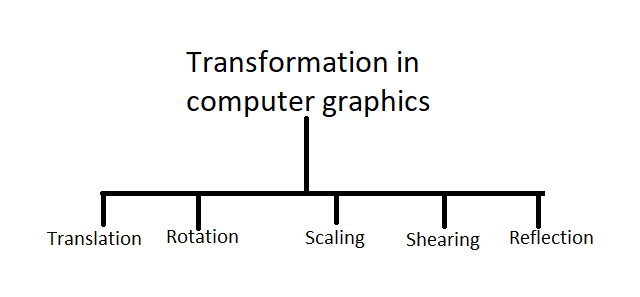
**OpenGL Documentation**

1. [OpenGL Video Tutorial - Home (videotutorialsrock.com)](https://www.videotutorialsrock.com/)
2. [LearnOpenGL - OpenGL](https://learnopengl.com/Getting-started/OpenGL)
3. OpenGL is mainly considered an API (an Application Programming Interface) that provides us with a large set of functions that we can use to manipulate graphics and images.
4. Math for graphics: [Vectors (mathsisfun.com)](https://www.mathsisfun.com/algebra/vectors.html)
5. A translation process moves every point a constant distance in a specified direction. It can be described as a rigid motion. A translation can also be interpreted as the addition of a constant vector to every point, or as shifting the origin of the coordinate system.
6. Suppose, If point (X, Y) is to be translated by amount Dx and Dy to a new location (X’, Y’) then new coordinates can be obtained by adding Dx to X and Dy to Y as: X' = Dx + X Y' = Dy + Y
7. Point translation: just add translation factor with original point
8. Line translation: just add translation factor with start and end point
9. Rectangle translation: just add translation factor with top left and right bottom
10. 
11. GLFW: [An OpenGL library | GLFW](https://www.glfw.org/) : Contains dll and .h files for visual studio uses
12. Dynamic linking: Copy the GLFW folder to the .sln directory
13. Cut the DLL to the directory of .cpp, .h files
14. Then, in the C/C++ general: $(SolutionDir)\GLFW\include; Make “all configuration” in properties
15. $(SolutionDir) will dynamically link, path on other PC don’t need to have same directory
16. Glew: [GLEW: The OpenGL Extension Wrangler Library (sourceforge.net)](https://glew.sourceforge.net/)
17. GLM: [OpenGL Mathematics (g-truc.net)](https://glm.g-truc.net/0.9.9/index.html)
18. OpenGL Mathematics (GLM) is a header only C++ mathematics library for graphics software based on the OpenGL Shading Language (GLSL) specifications.
19. There is no lib, we just need to include it in VS