**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)