

“In this algorithm, we compute all the points first and put them into an array or some other data structure. We then display all the points through a single function call. This approach avoids the overhead of sending small amounts of data to the graphics processor for each point we generate at the cost having to store all the data. The strategy used in the first algorithm is known as immediate mode graphics and, until recently, was the standard method for displaying graphics, especially where interactive performance was needed. One consequence of immediate mode is that there is no memory of the geometric data. With our first example, if we want to display the points again, we would have to go through the entire creation and display process a second time.”