Do not misunderstand OpenGL:

1. OpenGL is not an implementation, is not a code, is not a library, but a specification, or a standard. GPU company have their own implementation of OpenGL standard on the driver. You can just use it on your computer.

2. OpenGL is not open source

3. Game engine does not implement a single API like OpenGL, they will use many API like direct3d, or metal, Vulkan.

4. OpenGL is cross-platform specification, unlike direct3d in windows, metal in Mac. But the native API (direct3d in windows) would always a better and more powerful choice.

5. OpenGL is upper level (compared to java) and simple, Vulkan is lower level (compare to C++)

Different legacy OpenGL and modern OpenGL. When we talk about OpenGL, we actually focus on modern OpenGL.

Legacy OpenGL is easy to use. For example, you can say put some light into here and bingo. The code is quite short.

Modern OpenGL have shader. Shader is a program that run on your GPU, like C++ run on CPU.