Suppose that we want to draw a triangle. Triangle is the smallest part of our graph, suppose we want to draw square, it is two triangles.

Text

Description automatically generated





Now we can draw two triangles to combine a square

Shape

Description automatically generated

But we repeat the data. We can use index buffer to help us reuse data points.

Graphical user interface, text

Description automatically generated

Text

Description automatically generated

Text

Description automatically generated

Inside of draw triangle, we draw element

Text

Description automatically generated

If we use GL\_INT instead of GL\_UNSINGNED\_INT, we will get a black window, no error show. Next lecture we will talk about how to let OpenGL tell us what error happened inside