

Number: #12

Title of work: OpenGL

Designer: Junming He

Medium: Visual studio

Date of completion: August 2023

I learned the basics of OpenGL from a tutorial document called 'LearnOpenGL'. At that time, I wanted to explore knowledge related to graphics in gaming, so I chose to learn OpenGL. I tried my best to understand the underlying principles and wrote code to reproduce the effects.

Undoubtedly, I learned a lot from this project, such as lighting theory, shader, camera etc. Some of this knowledge also proved helpful in my other projects. For example, it reminded me of the instance function in Blender.

(<https://github.com/LE7ELS001/OpenGL.git> | here is the code of my OpenGL project)

(<https://space.bilibili.com/2480975/video> Here is my homepage and you could find the entire process of my practice.)