--- In example “Loader loader = **new** Loader();” Loader is giving the type of data (‘int’, ‘float’) ‘loader’ is the new objects name, or variable name. ‘new Loader();’ creates new Loader object

Tutorial 1:

Set up class ‘DisplayManager’ using OpenGL display class:

* createDisplay – | Don’t understand attribs | Gave display width height | created display passing it ‘attribs’ (?object?) | Gave tittle | Using glu created the render viewport as 100% of the display |
* updateDisplay – | Synced | Refreshed |
* closeDisplay -- | Destroy display |

Created ‘MainGameLoop’ class:

* Set up while loop -- | Simpy updates the display every time it runs
* Closes display

Tutorial 2:

Vertex Array Objects (VAO):

* Slots of data (attribute lists)
* Stores different types of data in separate list positions
* Each list position is called a VBO – Vertex buffer objects
* Each VAO has unique ID
* Must bind to use and unbind at end

VBO:

* Array of data representing colours, positions, normal (anything)
* Stored in separate attrib lists

Example – Storing vertex positions as x,y,z coordinates in a VBO while another attrib list represents the face colours. Together they are put into one VAO representing a character model.

Remember models are made of triangles (3 vertex’s)

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