Computer Graphics
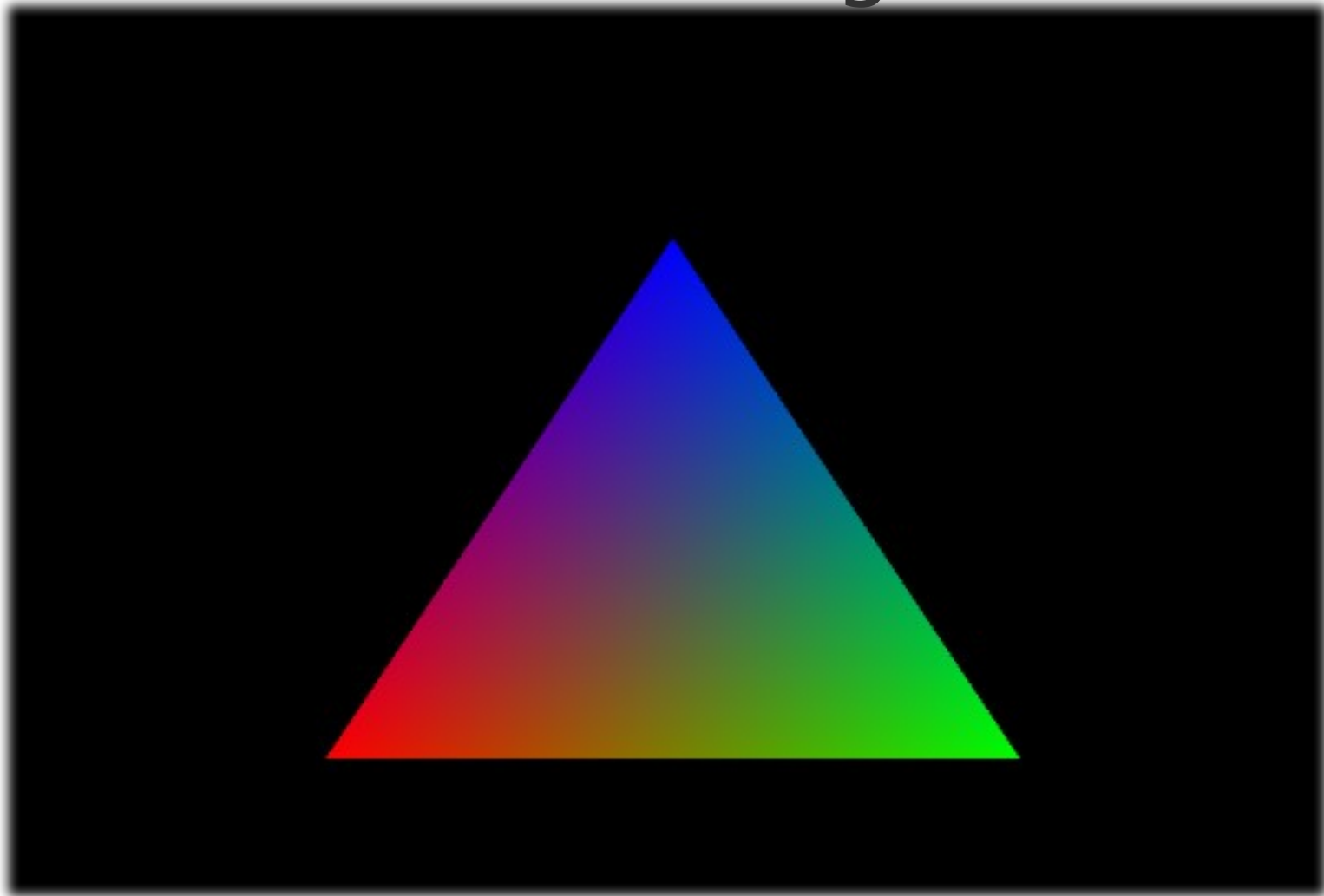
Lecture 2

Hello Triangle

Debugging

- glGetError function
- Frame-capture tools like RenderDoc

Hello Triangle

What do we need to draw?

- Data

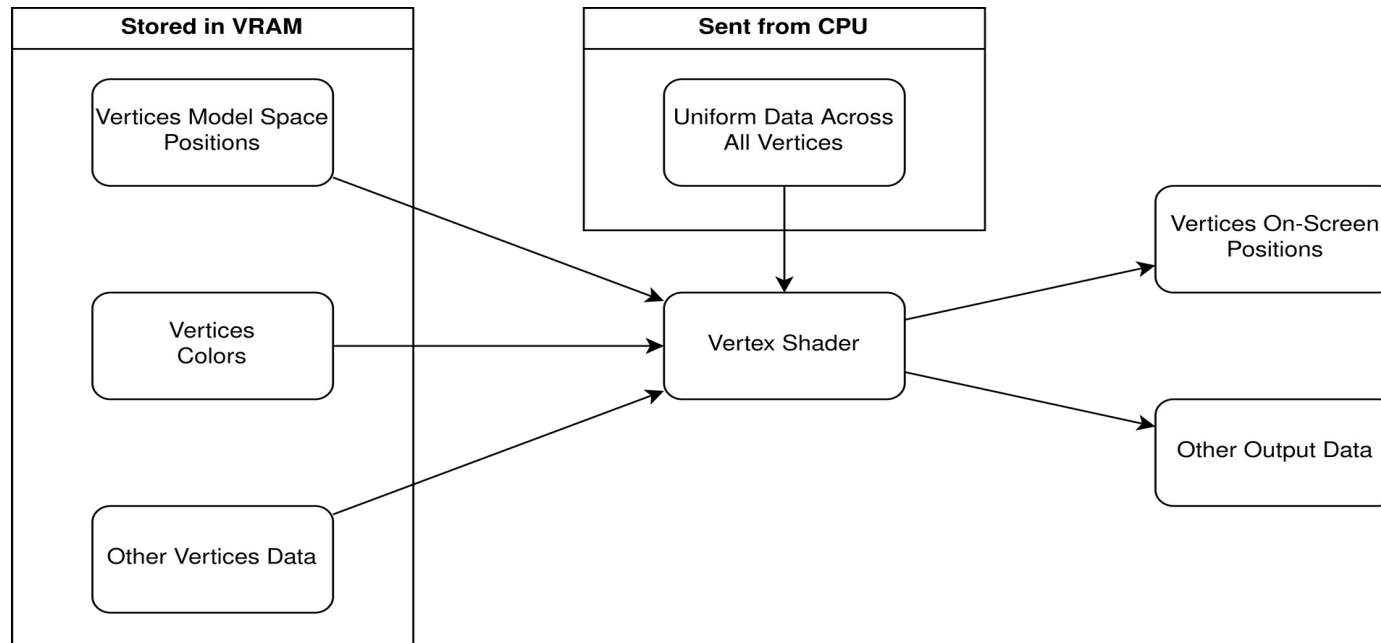- Algorithm to position and colorize the data

Data

- Decide what data is needed

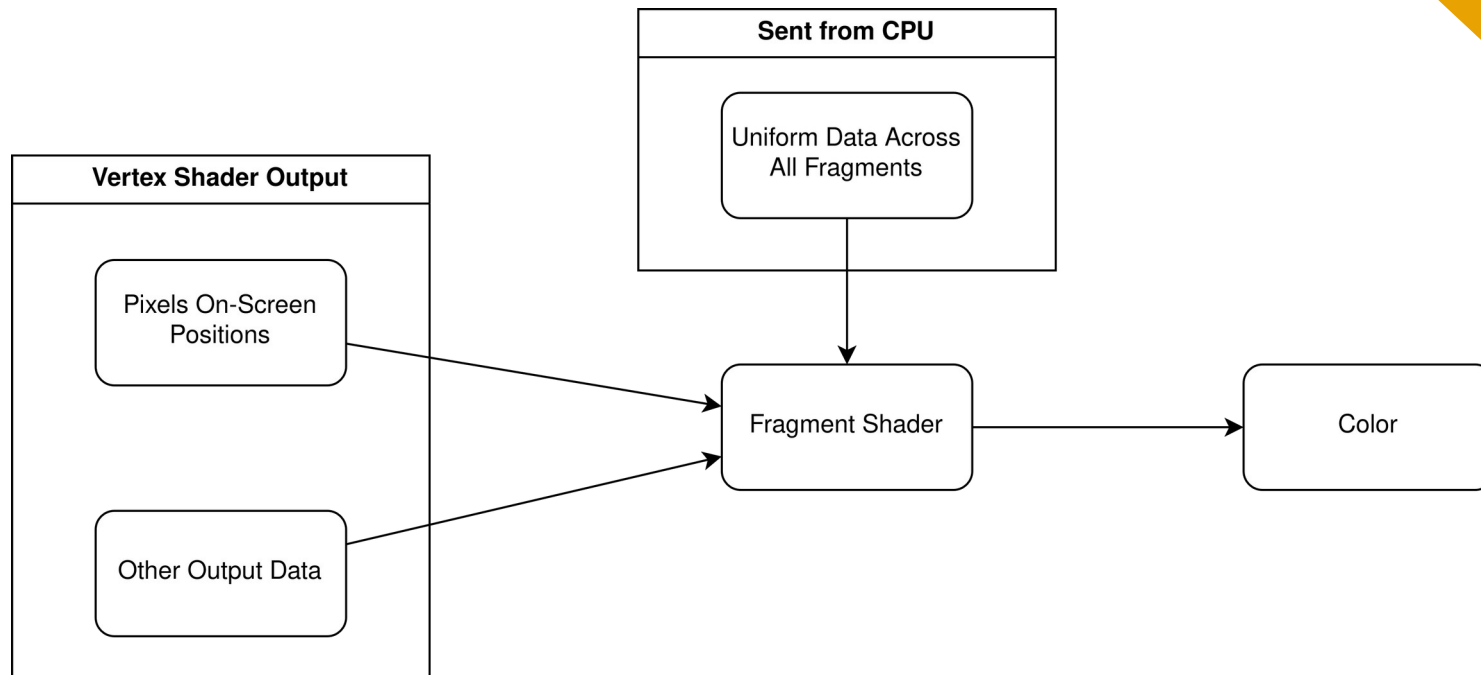- Setup data structure

- Send the data to VRAM

Controlling the pipeline

- Vertex Shader
- Fragment Shader

Vertex Shader

Fragment Shader

Primitive Shapes

- Point
- Line
- Triangle
- Quad

Winding

Thank You

Useful Links

- https://docs.gl/gl3/glGetError
- https://renderdoc.org/