Computer Graphics

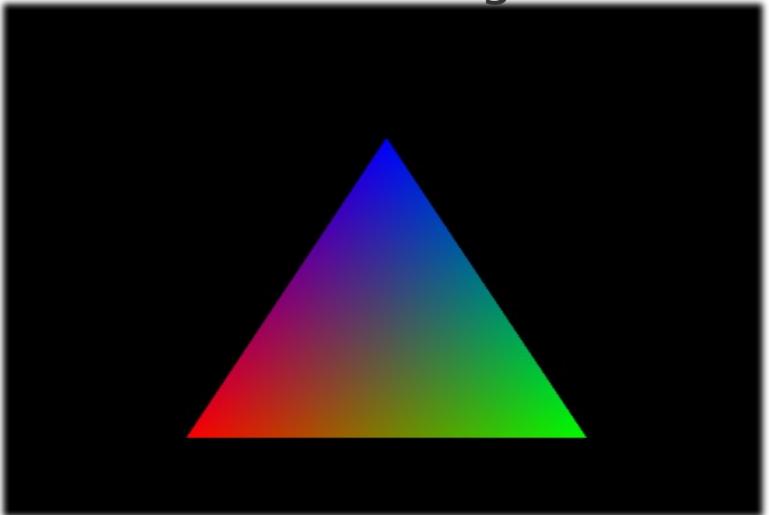
Lecture 2

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

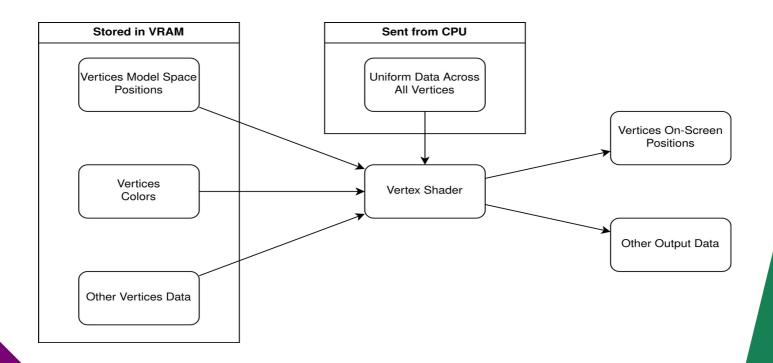
Data

- Decide what data is needed
- Setup data structure
- Send the data to VRAM

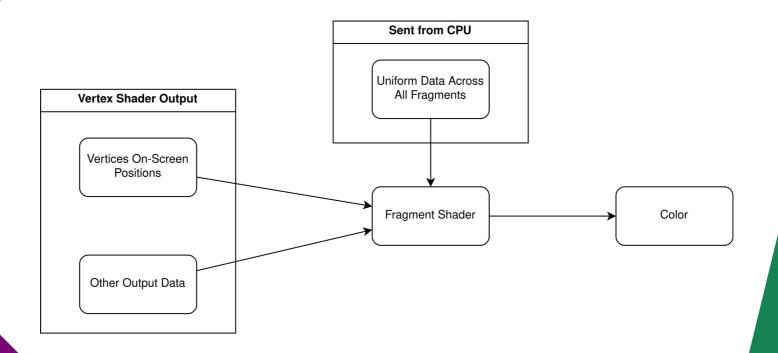
Controlling the pipeline

- Vertex Shader
- Fragment Shader

Vertex Shader



Fragment Shader



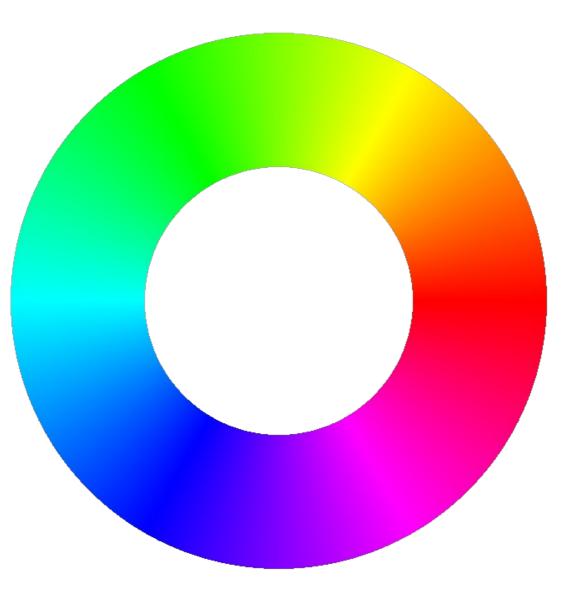
Primitive Shapes

- Point
- Line
- Triangle
- Quad



Thank You

Assignment



Useful Links

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