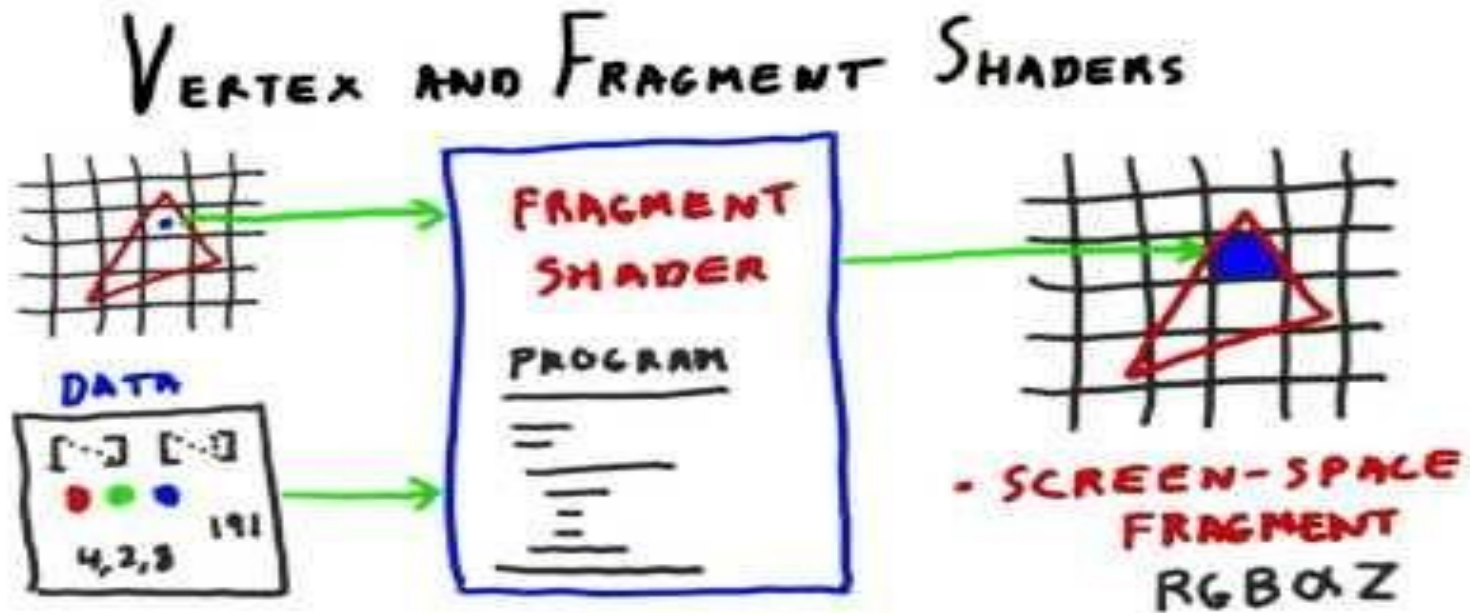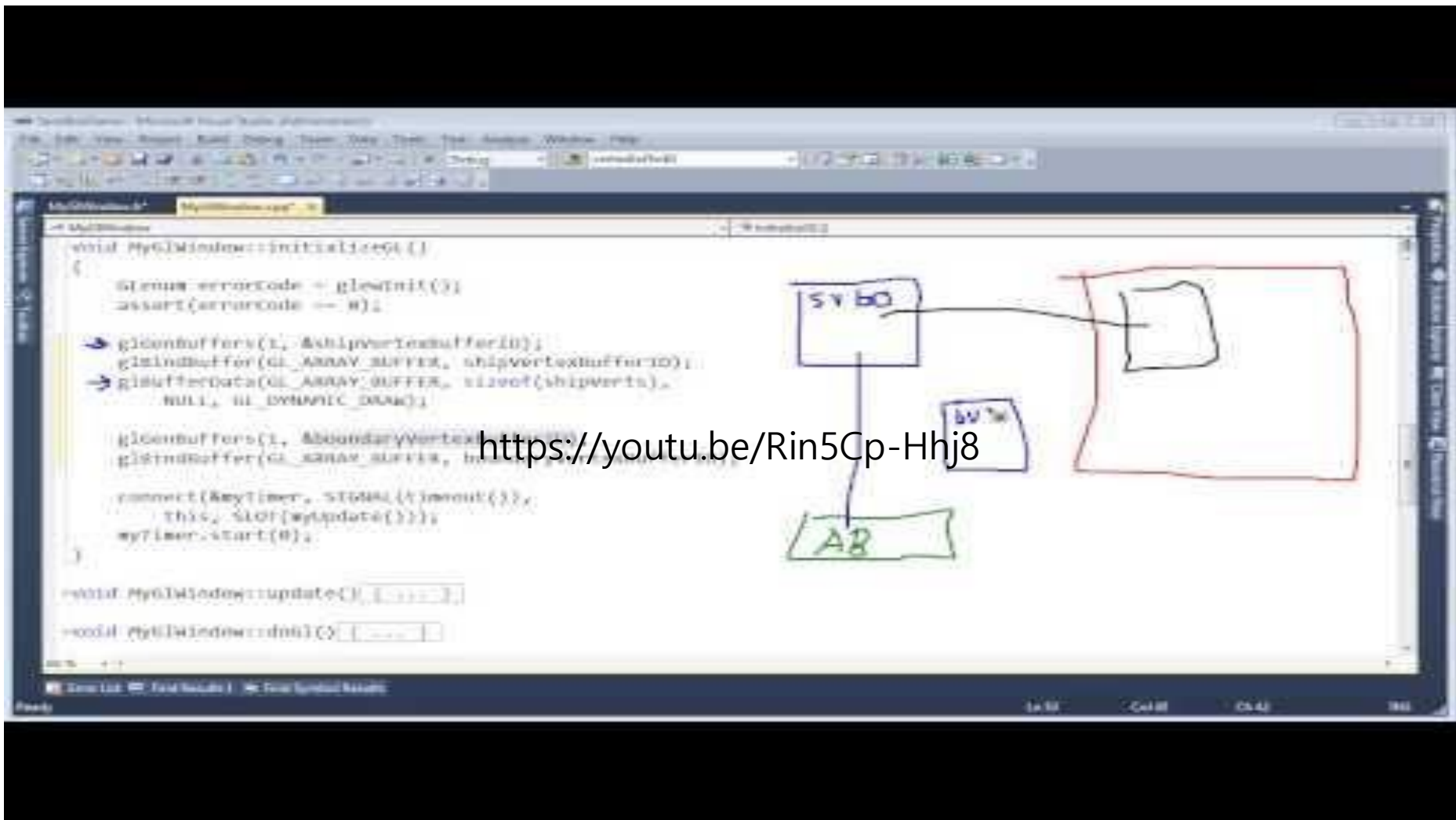# 2023-1 Computer Graphics
# 11<sup>th</sup> week

**Sung Soo Hwang**

# Vertex and Fragment Shaders

# glBufferData



https://youtu.be/Rin5Cp-Hhj8

https://youtu.be/sqlE67aADKs

# VAO, VBO