**Background:**a

**Renderer:**binds components to **every frame** by using the tools given by OpenGL and then closes them to prevent memory leaks(OpenGL is written in C++).

**Shader:**A way to translate data into visible OpenGL components

**Lights:**Brightness reflected back from a vertex, depending on where the light is hitting it, (bounces right back at you)

**Reflectivity:**Reflects the light coming from one side of the vertex to the other