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| University of abertay dundee |
| AG0800A |
| Coursework 2: OpenGL Scene |
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| **24/04/2013** |

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| Design and construct a program that can create and view a 3D scene that exhibits certain key techniques in graphics programming. The application should demonstrate your ability to use the OpenGL API in a structured and efficient manner. |

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# Introduction

The task was to produce a 3D scene using the OpenGL and Win32 APIs.