

# OPENGL / WEBGL

# OpenGL

- OpenGL is a state machine
  - Settings are stored internally by the OpenGL
  - Current state is used when vertices are pushed through the pipeline
  - Almost everything is a state (`glClearColor`, `glPointSize`, `glLineWidth`, `glBlendFunc`, active shaders, antialiasing, viewport, ...)
- Primitives
  - WebGL2
    - `POINTS`, `LINE_STRIP`, `LINE_LOOP`, `LINES`, `TRIANGLE_STRIP`, `TRIANGLE_FAN`, `TRIANGLES`