

COVERAGE

- Things we will cover
 - WebGL2 and JavaScript integration
 - Shader Programs
 - Texture handling
 - Moving data from the CPU to the GPU
 - Render loops
- Things we will not cover (in detail or at all)
 - Glue code for desktop applications (window creation, etc)
 - Fixed-function pipeline
 - 3D transformations
- Everything in the lecture is a taster; almost each slide could fill an hour's lecture; go and read about topics on your own! Topics in *italic* are concepts that you can easy search for

LEGEND

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 - Topics in *italic* are concepts that you can easy search for
- Helvetica Neue is for text
- Menlo is for code, constants, OpenGL functions
- purple are types and keywords