

OPENGL VERSIONS

- OpenGL
 - 1.0 (1992)
 - 2.0 (2004)
 - Programmable pipeline introduced (vertex + fragment shader)
 - 3.0 (2008)
 - Radical changes to the API (Core vs Compatibility mode)
 - More control, higher performance, less intuitive to learn
 - 4.6 (2017)
 - Current version
- WebGL
 - WebGL (based on OpenGL ES 2.0 (based on OpenGL 2.0 / OpenGL 3.0))
 - WebGL2 (based on OpenGL ES 3.0 (based on OpenGL 4.3))

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