

OpenGL

- API for rendering 2D and 3D graphics
- Used to communicate with a Graphics Processing Unit
- Released in 1992
- Terminology
 - OpenGL vs OpenGL ES
 - OpenGL: Desktop applications
 - OpenGL ES: Embedded systems, based on OpenGL
 - WebGL: Implementation of OpenGL ES in JavaScript

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))