

Getting Started With OpenGL

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Is a cross-language, cross-platform API for rendering 2D and 3D Vector Graphics (use of polygons to represent images). OpenGL API is designed mostly in hardware.

- **Design:** The API is designed as a set of functions which may be called by the client program. The basis is in C, but it has API for other languages.
- **Development:** It is an evolving API and the Khronos Group regularly releases new versions having some extended feature compared to the previous one.
- **Associated Libraries:** The earliest version is released with a companion library called OpenGL utility library. This has since been superseded by free glut.
- **Implementation:** Mesa 3D is an open source implementation of OpenGL.

Installation on Arch Linux

Resources

- [Geeks4Geeks](#)