**Computer Graphics: From Desktop to Mobile and Web** ([DOI:10.1109/MCG.2011.56](https://doi-org.umasslowell.idm.oclc.org/10.1109/MCG.2011.56))

This article talks about their switch from the traditional way to teach computer graphics using OpenGL to using a new wrapper language called Processing. The main points that they make is that it can basically function the same way by allowing students to develop as far as they want to with a lower learning curve to start out with. They discuss how it can effectively teach Computer Graphics lessons and techniques without the language getting in the way. The show examples of students extra credit projects that they managed to make as well as an example assignment they have. They feel that it is an easier language to teach the fundamentals about while still having full support for desktop, mobile, and web development.