HOpenGL – 3D Graphics with Haskell

A small Tutorial
(Draft)
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Publish early and publish often. That is the reason why you can read this. I started playing around with *HOpenGL* the Haskell port of OpenGL a common library for doing 3D graphics. I more or less took minutes of my efforts and make them public in this tutorial. I did not have any prior experience in graphics programming, when I started to work with HOpenGL.

The source of this paper is an XML-file. The sources are processed by an XQuery processor, XSLT scripts and LaTeX in order to produce the different formats of the tutorial.

I'd like to thank Sven Panne[1], the author of HOpenGL, who has been so kind to comment on first drafts of this tutorial.

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[1]Similar name different person.