Beginning OpenGL

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Reading

> **Warning!** Many (most?) tutorials on the web are obsolete. Make sure anything you read deals with OpenGL 3.X or later.

- http://openglbook.com/
- http://www.opengl-tutorial.org/
- http://www.arcsynthesis.org/gltut/
- http://duriansoftware.com/joe/
  An-intro-to-modern-OpenGL.-Table-of-Contents.html
- https://open.gl/
- http://ogldev.atspace.co.uk/index.html