

Beginning OpenGL

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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>