

OpenGL Notes

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For opening a simple window the necessary structure is basically the following:

- (a) Initialize the Graphics Library Framework (glfw).
- (b) Provide Hints for Configuration. (optional)
- (c) Create the window.
- (d) Point current context to new window.
- (e) Initialize GLEW.
- (f) Create the Window Loop:
 - (a) Poll Events.
 - (b) Perform Operations on Window.
 - (c) Swap buffers back to front.
- (g) Terminate the window.

[Rud76]

The blue regions represent areas in which we may inject our own shaders.

References

[Rud76] W. Rudin, *Principles of mathematical analysis*, 3rd ed., McGraw-Hill, 1976.

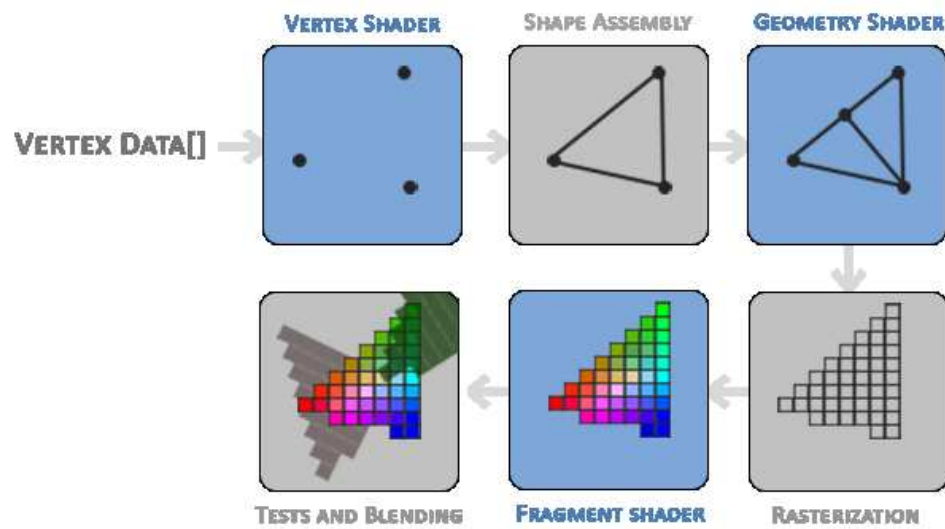


Figure 1: OpenGL Graphics Pipeline