## Learnopengl.org

<https://learnopengl.com/>

## Modern OpenGL basics

<http://vispy.org/modern-gl.html>

## Transformations:

<http://www.codinglabs.net/article_world_view_projection_matrix.aspx>

## Open.gl

<https://open.gl/transformations>

## Gram-Schmidt orthonormalization

<https://es.wikipedia.org/wiki/Proceso_de_ortogonalizaci%C3%B3n_de_Gram-Schmidt>

## 3D models

<https://casual-effects.com/data/>

## Slides OpenGL evolution and GLSL

<http://www.cs.cornell.edu/courses/cs4620/2017sp/slides/14opengl.pdf>

## Slides GLSL, Gooch shading and Toon shading

<https://slideplayer.com/slide/10777328/>

## Procedural grid with anti-aliased lines (using screen-space partial derivatives)

<http://madebyevan.com/shaders/grid/>

## WebGL spherical harmonics

<http://codeflow.org/entries/2012/aug/25/webgl-deferred-irradiance-volumes/>

Particles / Instancing tutorial

<http://www.opengl-tutorial.org/intermediate-tutorials/billboards-particles/particles-instancing/>

## Dynamic batching: Write-draw-write-draw with unsynchronized maps and orphaning

Pay special attention to Rob Barris’ posts.

<https://community.khronos.org/t/vbos-strangely-slow/60109/46>