* What was the first 3D game (what studio released it)?
  + 3D monster maze
* Was it a smart move of SGI to release OpenGL to the public domain?
  + yes, allowed CG to become cross platform, standardized, real-time computer graphics
* What makes OGL "open"?
  + it’s an open standard
* What is the relation of DirectX to OpenGL?
  + directX is microsoft standard (API)
* When CG types talk of software vs hardware -- what do they mean?
  + software - execute on CPU instead of GPU
  + hardware - executed on dedicated hardware
* What is a buffer? What is a shader?
  + buffer - place where data is stored in GPU, temp data
  + shader - program for rendering (GPU programs)
* What do the terms "deprecation" and "core" stand for in OpenGL?
  + deprecation - model to tag immediate mode functionality as outdated, marked old & unwanted functionatlies in core profiles
  + core - profile of functions guaranteed to be supported in all future version of OpenGL
* What is the role of freeGLUT and GLEW?
  + freeGLUT
    - utility tool kit
  + GLEW
    - window handling