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1 Topic Summary

1.1 Lecture Summary

- GLSL
- CMake basics
- GPU architecture basics
- steps to starting and ending an OpenGL program
- shaders and how to write one myself – **uniform** keyword
- vectors and matrices and how they are used to encode information
- transformations and Euler angles
- camera frustrum
- **y-x-z encoding** used in vectors
- how does the current code work and what steps does it take
- C++ memory management – pointer vs reference, smart pointers
- coordinate spaces and how they work together
- tree in `object.hpp`

1.2 Book Summary