Contents

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