Understanding OpenGL with PyOpenGL.

$\Rightarrow$ OpenGL is an application programming interface for rendering 2D and

For python It can be installed as

pip install PyOpenGL

$\Rightarrow$ Understand and use the basic functions of OpenGL libraries such as,

gluPerspective ( )

glTranslatef ( )

gl Rotatef ( )

gl vertex3fv ( )

gl Color3fv ( )

→ Reference Tutorials:—

https://pythonprogramming.net/opengl-rotating-cube-example-pyopengl-tutorial/

https://pythonprogramming.net/coloring-pyopengl-surfaces-python-opengl/?completed=/opengl-rotating-cube-example-pyopengl-tutorial/

https://pythonprogramming.net/navigating-3d-environment/?completed=/coloring-pyopengl-surfaces-python-opengl/