Computer Graphics and Visualizations

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I have installed Visual Studio 2019 and configured all the files necessary to render the images. At first, I had approximately 550 errors until I realized that I needed to address the issue of the processor type and configure the files to run without error. After setting up the project file and experimenting with a few of the different parameters I have become more familiar with the structure of OpenGL. I wonder now why it has taken me so long to create three-dimensional computer designs. I look forward to creating some virtual cityscapes for my new video game!

A screenshot of a computer screen

Description automatically generated with medium confidence