**Blue Waters Petascale Semester Curriculum v1.0**

**Unit 7: CUDA**

**Lesson 3: Graphics Interop with OpenGL**

**References / Further Reading**

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*Browse and search the full curriculum at*[*http://shodor.org/petascale/materials/semester-curriculum*](http://shodor.org/petascale/materials/semester-curriculum)

*We welcome your improvements! You can submit your proposed changes to this material and the rest of the curriculum in our GitHub repository at*[*https://github.com/shodor-education/petascale-semester-curriculum*](https://github.com/shodor-education/petascale-semester-curriculum)

*We want to hear from you! Please let us know your experiences using this material by sending email to* [*petascale@shodor.org*](mailto:petascale@shodor.org)

See (or search 'CUDA Educator') CUDA Educator resources here from NVIDIA: <https://developer.nvidia.com/educators>

What Every CUDA Programmer Should Know About OpenGL:

<https://www.nvidia.com/content/GTC/documents/1055_GTC09.pdf>