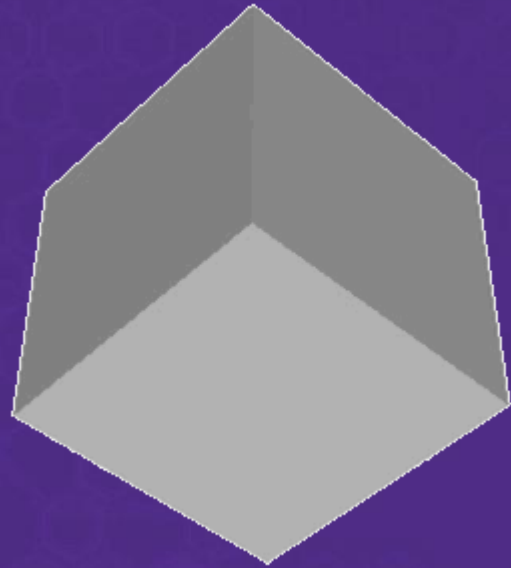


Developing Graphics Frameworks with Java and OpenGL



Part 10: Animation and Color

Animation with Uniform Variables

- Uniform values can be changed efficiently between (but not during) draw calls to create animated effects and interactive programs
- Usually want to reset/clear color buffer between draw calls:

glClear(*bufferConstant*)

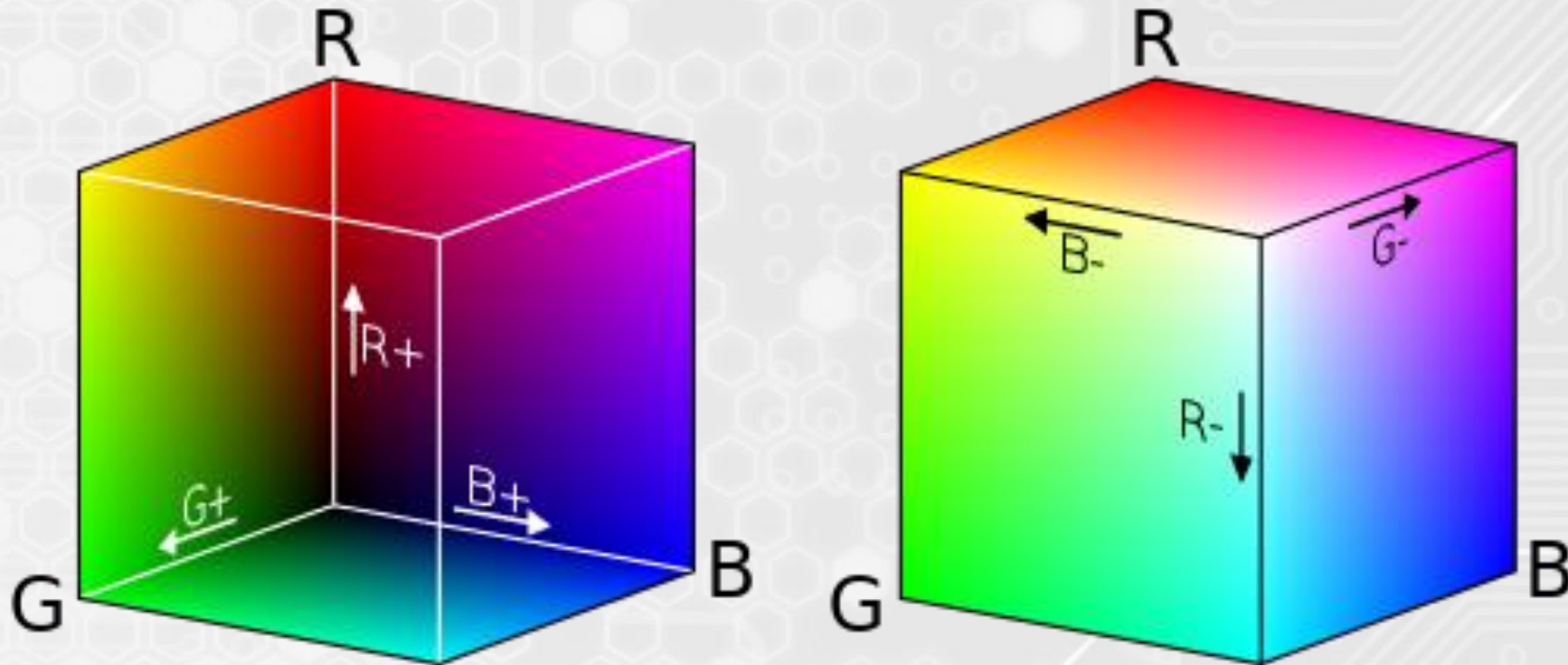
Resets all values in the output buffers specified by *bufferConstant* (values such as GL_COLOR_BUFFER_BIT).

Animation: Relative vs Absolute

- Relative: change values of an attribute (position, color) based on current value
- Absolute: set values of an attribute based on time/functions

Color Models: RGB

- Often use RGB (Red, Green, Blue) to specify a color



- Other specifications are possible (and sometimes more convenient)

Color Models: HSV

- HSV: Hue, Saturation, Value (Brightness)

