

Homework 1 - Readings Ch1 & Ch2

1. Define OpenGL, OpenGL ES and WebGL. Describe their relationship.
2. What is the difference in the software architecture of a webpage and a webpage using WebGL. Describe all components involved in the two cases.
3. In HTML, what is the `<canvas>` tag?
4. In Javascript, what line of code one writes to retrieve a 2D rendering context?