1) Define the Camera
   a. Perspective or parallel projection (perspective below)
      i. Define (Left, Right, Bottom, Top, Near Far) (Aperture, View Volume)
      ii. Set the projection plan by setting the Screen, Window, ViewPort
      iii. POC is point of convergence (lens eye) set by placing camera
      iv. Only objects that are inside the view volume can be seen.
2) Set the Window and the Viewport
3) Set the Model
   a. Define objects
      i. Define Objects properties (interaction with lights)
   b. Manipulate Objects (Initiate, translate, rotate, scale)
   c. Define lights location, type, and property
4) Infinite loop waiting for events

Specific interest in visualization

We will use mainly parallel projects along with a "plot" utility

Can use GL curve and surface drawing functions