

Participation Requirement

If you participate (Verbally or on chat), then after class please send an email with the Title:

<Name> <Class> <date> participated

e.g.,

Dan Tamir CS3358 20200825 Participated

Qt QT; Set of Classes that includes OpenGL as a class; Was used Nokia DirectX OpenGL Graphics libraries available in many software platforms.

There is hardware that support DirectX and OpenGL

ATI/AMD, Nvidia, Silicon-Graphics Include (SGI) the OGL library.

Cards, GPUs, Graphics Pipeline

OpenGL is Open Source

A Cellphone might (should) include a GPU for accelerating graphics

A GPU can also accelerate many other parallel programming.

Why study OpenGL

OGL is a low-level library

Unity, Unreal video editing, are built on top of OGL.

You get added value by understanding the principles of Graphics OpenGL

If you use the above.

OpenGL is a good environment to understand the underlying theory of CG.

Why OGL 2.x when the world is at OGL 4.x

I recommend that you download 2.x if you do not use the VM.

1.x 2.x are geared to the CG pipeline and therefore are closer to the actual CG underlying theory.

4.x might shout if you use 2.x function (deprecated)

Version 3.x 4.x are geared to GPUs they hide details.

3.x / 4.x is available under HTML (for embedded systems)

Please write the sentence:

I (your name) understand that I am not supposed to submit assignments / tests etc. by email.

If I miss the deadline (generally 11:55pm), fFor a justified reason – I will submit to my TRACS drop-box and send an email notifying Dr. Tamir about it.

