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3. Computer Graphics using OpenGL

Besides 3D applications such as games, modern display servers (X.org's Glamor or

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Wayland's Weston) use OpenGL/EGL; therefore all graphics typically go through Mesa. Mesa is hosted by freedesktop.org and was initiated in August 1993 by Brian Paul, who is still active in the project.

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Mesa (computer graphics) - Wikipedia

OpenGL (Open Graphics

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Library) is a cross-platform, hardware-accelerated, language-independent, industrial standard API for producing 3D (including 2D) graphics. Modern computers have dedicated GPU (Graphics

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On to OpenGL and 3D Computer Graphics Experiment 2.4.

Change the parameters of `glutInitWindowPosition(x, y)` in `square.cpp` from the current `(100, 100)` to a few

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different values to determine the location of the origin $(0, 0)$ of the computer screen, as well as the orientation of the screen's own x-axis and y-axis. End

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Stephen Kelley recently graduated from the University of Massachusetts with a degree in Interactive Multimedia and Computer Graphics along with a minor in Information Technology.

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Since then co-teaching courses in computer graphics at the University of

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Massachusetts and co-authoring Computer Graphics using OpenGL, 3rd Edition. Stephen Kelley recently graduated from the University of Massachusetts with a degree in Interactive Multimedia and Computer

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Graphics along with a minor in Information Technology.

Graphics Geometric Modeling

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Chapter 2 On to OpenGL and

3D Computer Graphics. 2.1

First Program; 2.2

Orthographic Projection,

Viewing Box and World

Coordinates. Fixed World

System; 2.3 The OpenGL

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