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Edition By

Donald Hearn

And Pauline

Baker

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#3 Intro to Modern

OpenGL Tutorial:

Graphics Pipeline

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#1 Setting Up OpenGL  
In Visual Studio 2019  
C++ | Create visual  
studiop project Static  
Build and Setup of  
(OpenGL) GLEW

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coordinates X and Y but  
in 3D, an extra  
coordinate Z is added.

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(OpenGL) is a cross-  
language (language  
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platform (platform  
independent) API for  
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has taught numerous  
courses including those  
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how to translate the

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and displays the result.

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With contributions by  
Michael Ashikhmin,  
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