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~~1. Computer  
Graphics using  
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30. Computer  
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OpenGL **11.**

**COMPUTER  
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OpenGL 34.

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OpenGL 5.

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OpenGL Let's

make 16 games in

C++: Outrun

(Pseudo 3d

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Graphics started

with OpenGL

\u0026amp; GLFW in

C# - Tutorial

Static Build and

Setup of

(OpenGL) GLEW

\u0026amp; GLFW for

Visual Studio

2019 [HowTo] -

*Fast Setup*

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OpenGL : Rubiks

Cube Solver - CG

Project 3D Plane

Game with source

code | OpenGL |

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- OpenGL C++

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~~Perspective,~~

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~~Stereoscopic~~

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usable API for  
2D graphics and  
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The use of C++  
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OpenGL. Use and

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Translate,  
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overhead, cross-  
platform 3D  
graphics and  
computing  
API. Vulkan  
targets high-  
performance

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games and  
interactive  
media across all  
platforms.

Compared to  
OpenGL, Direct3D  
11 and Metal,  
Vulkan is  
intended to  
offer higher

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performance and

more balanced

CPU/GPU usage.

Other major

differences from

Direct3D 11 and

OpenGL are

Vulkan being a

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*Computer*  
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Questions: 1. Using

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Ability to  
produce 2D and

3D graphics,

animations,

using OpenGL -

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application

programming

interface (API)

Ability to

propose and

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