

TECH-NEWS

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Presents Technological Update On

Interpretive OpenGL for Computer Graphics

by

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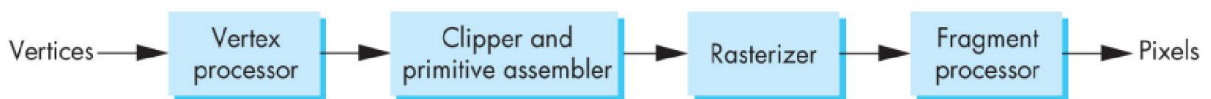
Abstract

OpenGL is the industry-leading, cross-platform graphics application programming interface (API), and the only major API with support for virtually all operating systems. Many languages, such as FORTRAN, Java, and Python, have OpenGL bindings to take advantage of OpenGL visualization power. Like some mathematical software packages, such as MATLAB, OpenGL has built-in support for two and three-dimensional graphical plotting, computational arrays for vector and matrix computation.

Introduction

The field of computer graphics continues rapidly growing with an ever-increasing number of applications in diverse areas, such as entertainment, business, art, education, medicine, engineering, and industry. A number of software packages have emerged to help generate and manipulate two-dimensional (2D)/three dimensional (3D) graphics. OpenGL is a graphical application programming interface (API) for the C/ C++ programming language. The primary motivation for developing OpenGL API is to create an operating system, window system, and hardware platform independent API for the development of 2D/3D graphics.

OpenGL Architecture



OpenGL is an API

Application Programmers' Interface: a link between low-level(graphics hardware) & high-level (application program)

