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 will try some
 virtual experiments
 to understand the
 different concepts
 of graphics. We
 will go through
 understanding the
 concepts of 3D
 Coordinate systems,
 Transformations,
 Hierarchical
 modelling and
 Cameras.
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origin and a fixed
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*VTU NOTES: Computer
graphics Lab programs
(6th sem CSE)*

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GRAPHICS - Yola*

Computer graphics
Lab programs (6th
sem CSE)
INTRODUCTION.
OpenGL (Open
Graphics Library)
is an application
program interface
(API) that is used
to define 2D and 3D
computer graphics.

The interface
consists of over
250 different
function calls
which can be used
to draw complex
three-dimensional
scenes from simple
primitives.

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