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By Sumanta Guha**

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<https://github.com/slackmoehrle/Computer-Graphics-Through-OpenGL-2nd>

File:OpenGL Logo.jpg. OpenGL (Open Graphics Library) is a specification defining a cross-language cross-platform API for writing applications that produce 3D computer

<http://graphics.wikia.com/wiki/OpenGL>

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<http://www.pearson.ch/HigherEducation/PrenticeHall/1471/9780131496705/Computer-Graphics-Using-OpenGL.aspx>

Jan 19, 2012 This is a world of 3D objects created for a Computer Graphics module at university. I had to use the C programming language with OpenGL and GLUT. Some of

<http://www.youtube.com/watch?v=qrxx2ciAbME>

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