Question Set 1

CS 320

Chapter 1

1. In OpenGL, geometry information is represented as a set of _____ .

2. In your own words, describe the rendering pipeline, starting from a vertex buffer and ending with the frame buffer.

Appendix A

1. What GLUT function is used to register a display callback?

2. What are the responsibilities of the display callback?

3. List two example of vertex attributes.