Mindluster Platform

About the course C OpenGL 3D

OpenGL in a program, you must first initialize it. Because OpenGL is platform-independent, there is not a standard way to initialize OpenGL; each platform handles it differently. Non-C/C++ language bindings can also handle these differently .

Programming Category's Courses

Course Lesson(53)

Lesson 1 : **OpenGL C 3D Tutorial 01 Introduction Learn the basics and more**

Lesson 2 : **Linux and Code Blocks compile insctructions makefile and commands**

Lesson 3 : **OpenGL C 3D Tutorial 02 Vectors**

Lesson 4 : **OpenGL C 3D Tutorial 03 Matrices**

Lesson 5 : **OpenGL C 3D Tutorial 04 Linking GLFW in Visual Studio**

Lesson 6 : **OpenGL C 3D Tutorial 05 Linking GLEW in Visual Studio**

Lesson 7 : **OpenGL C 3D Tutorial 06 Linking GLM in Visual Studio**

Lesson 8 : **OpenGL C 3D Tutorial 07 Linking SOIL2 in Visual Studio**

Lesson 9 : **OpenGL C 3D Tutorial 08 Creating a window**

Lesson 10 : **OpenGL C 3D Tutorial 09 Shader Intro**

Lesson 11 : **OpenGL C 3D Tutorial 10 Vertex and Fragment shaders**

Lesson 12 : **OpenGL C 3D Tutorial 11 OpenGL render settings and simple Input**

Lesson 13 : **OpenGL C 3D Tutorial 12 Render a Triangle OpenGL Hello World**

Lesson 14 : **OpenGL C 3D Tutorial 13 Render a QUAD using an index array**

Lesson 15 : **OpenGL C 3D Tutorial 14 Textures 01**

Lesson 16 : **OpenGL C 3D Tutorial 15 Textures 02 Multiple textures**

Lesson 17 : **OpenGL C 3D Tutorial 16 Model Matrix Movement Rotation and Scaling**

Lesson 18 : **OpenGL C 3D Tutorial 17 View and Projection Matrices Simple camera and 3D effect**

Lesson 19 : **OpenGL C 3D Tutorial 18 Keyboard input for movement Errors explained**

Lesson 20 : **OpenGL C 3D Tutorial 19 Ambient and Diffuse lighting Phong shading**

Lesson 21 : **OpenGL C 3D Tutorial 20 Specular Lighting Phong shading Shininess**

Lesson 22 : **OpenGL C 3D Tutorial 21 Shader Class More efficient**

Lesson 23 : **OpenGL C 3D Tutorial 22 Texture class Nice and tidy**

Lesson 24 : **OpenGL C 3D Tutorial 23 Material class Seperating the look from the vertex data**

Lesson 25 : **OpenGL C 3D Tutorial 24 Functions in GLSL Make shaders look clean**

Lesson 26 : **OpenGL C 3D Tutorial 25 Mesh class A humble beginning**

Lesson 27 :
OpenGL C 3D Tutorial 26 IMPORTANT Correcting the lighting calculations I made mistakes

Lesson 28 : **OpenGL C 3D Tutorial 27 Fleshing out the Mesh class and removing old code**

Lesson 29 : **OpenGL C 3D Tutorial 28 Primitives class Creating triangles planes etc easier**

Lesson 30 : **OpenGL C 3D Tutorial 29 Window creation function with custom options**

Lesson 31 : **OpenGL C 3D Tutorial 30 Game class 1 A humble beginning**

Lesson 32 : **OpenGL C 3D Tutorial 31 Game class 2 Copying stuff over**

Lesson 33 : **OpenGL C 3D Tutorial 32 Game class 3 Initializing Matrices**

Lesson 34 : **OpenGL C 3D Tutorial 33 Game class 4 Almost done Long but important video**

Lesson 35 :
OpenGL C 3D Tutorial 34 Game class 5 Final polish Fixing Texture Material and Mesh class

Lesson 36 : **OpenGL C 3D Tutorial 35 Specular maps Controlled shininess using textures**

Lesson 37 : **OpenGL C 3D Tutorial 36 First 3D object**

Lesson 38 : **OpenGL C 3D Tutorial 37 Moving the view**

Lesson 39 : **OpenGL C 3D Tutorial 38 Mouse input and delta time Prep for camera**

Lesson 40 : **OpenGL C 3D Tutorial 39 Camera class PART 1**

Lesson 41 : **OpenGL C 3D Tutorial 40 Camera class PART 2**

Lesson 42 : **OpenGL C 3D Tutorial 41 Camera class PART 3**

Lesson 43 : **OpenGL C 3D Tutorial 42 Model class Multiple objects in the scene PART 1**

Lesson 44 : **OpenGL C 3D Tutorial 43 Model class Multiple objects in the scene PART 2**

Lesson 45 : **OpenGL C 3D Tutorial 44 Model class Multiple objects in the scene PART 3**

Lesson 46 : **OpenGL C 3D Tutorial 45 OBJ file loader Load 3D Models | Part 1**

Lesson 47 : **OpenGL C 3D Tutorial 46 OBJ file loader Load 3D Models | Part 2**

Lesson 48 : **OpenGL C 3D Tutorial 47 OBJ file loader Load 3D Models | Part 3**

Lesson 49 : **OpenGL C 3D Tutorial 48 OBJ file loader Load 3D Models | FINAL**

Lesson 50 : **OpenGL C 3D Tutorial 49 OBJ file loader fix Shadow s objects Lights**

Lesson 51 : **OpenGL C 3D Tutorial 50 Light attenuation Limiting light radius fixes**

Lesson 52 : **OpenGL C 3D Tutorial 51 Light FIX And working on the light class**

Lesson 53 : **OpenGL C 3D Tutorial 52 Light objects working Point light object sent into shader**

Related courses

React Projects Workshops

Node js back end JavaScript

Python programming language

Social Network Theme UI With Sass

Full Stack React Django

Build a Node js App With Sequelize



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