

Figure 2.1: The output of our first OpenGL application

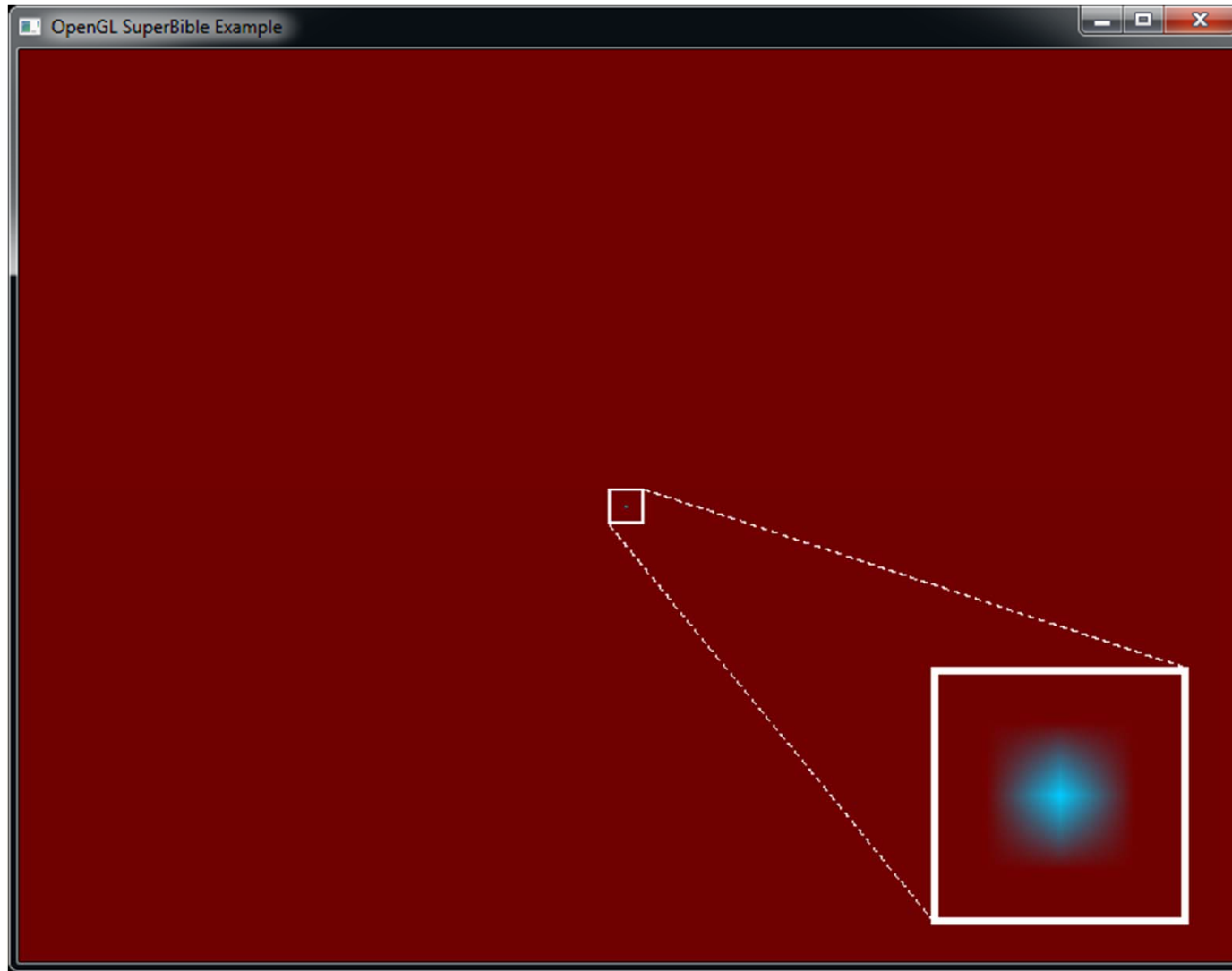


Figure 2.2: Rendering our first point

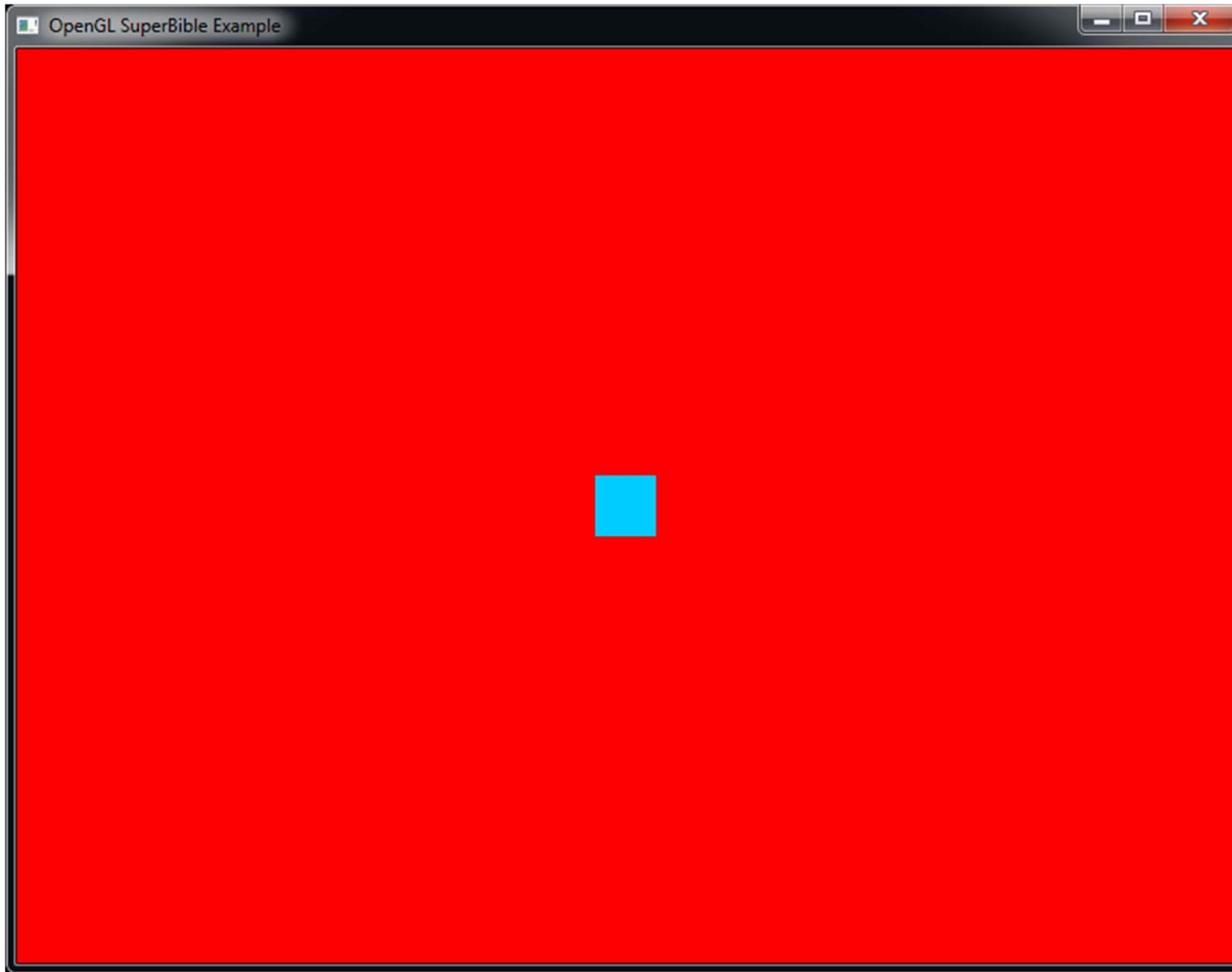


Figure 2.3: Making our first point bigger

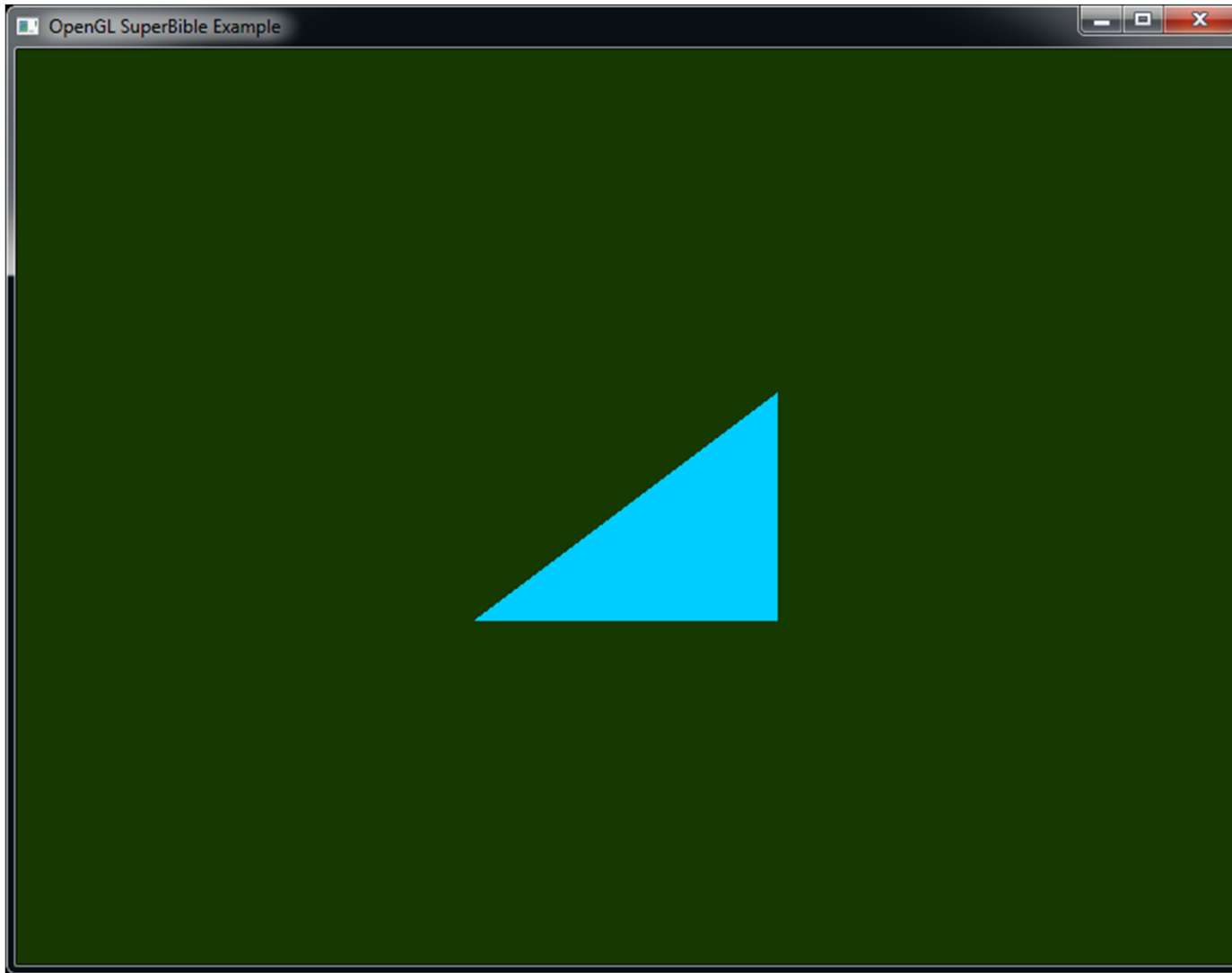


Figure 2.4: Our very first OpenGL triangle