

EXPLORING THE OPENGL OPEN-SOURCE LIBRARY SURFACE MODEL AND ITS APPLICATIONS

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Abstract: Computer graphics was born from the combination of two fields: information technology and television. Initially, graphics techniques were developed by groups of engineers using mainframe computers. In the early stages of development, a significant amount of money had to be spent on hardware equipment. Today, thanks to advances in microprocessors, the cost of computers is increasingly affordable for users, while their graphics application techniques are becoming more advanced, leading to more people interested in researching this field.

Keywords: ABOUT THE OPENGL OPEN SOURCE LIBRARY SURFACE MODEL, APPLICATION, OPENGL

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