

Use the OPENGL graphics library to draw shapes in 2D space.

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Abstract: This topic focuses on using the OpenGL graphics library to create images in two-dimensional space. The research context addresses the necessity of modern graphics technology in entertainment, education, and business applications. The main objective is to build a drawing system using OpenGL and conduct experimental exercises to evaluate the performance of this library. The research method combines OpenGL theory with techniques for implementing graphics applications. Expected results include a deep understanding of how OpenGL operates and a contribution to the development of graphics programming skills.

Keywords: OpenGL, 2D Graphics, Experiment, Drawing Capability