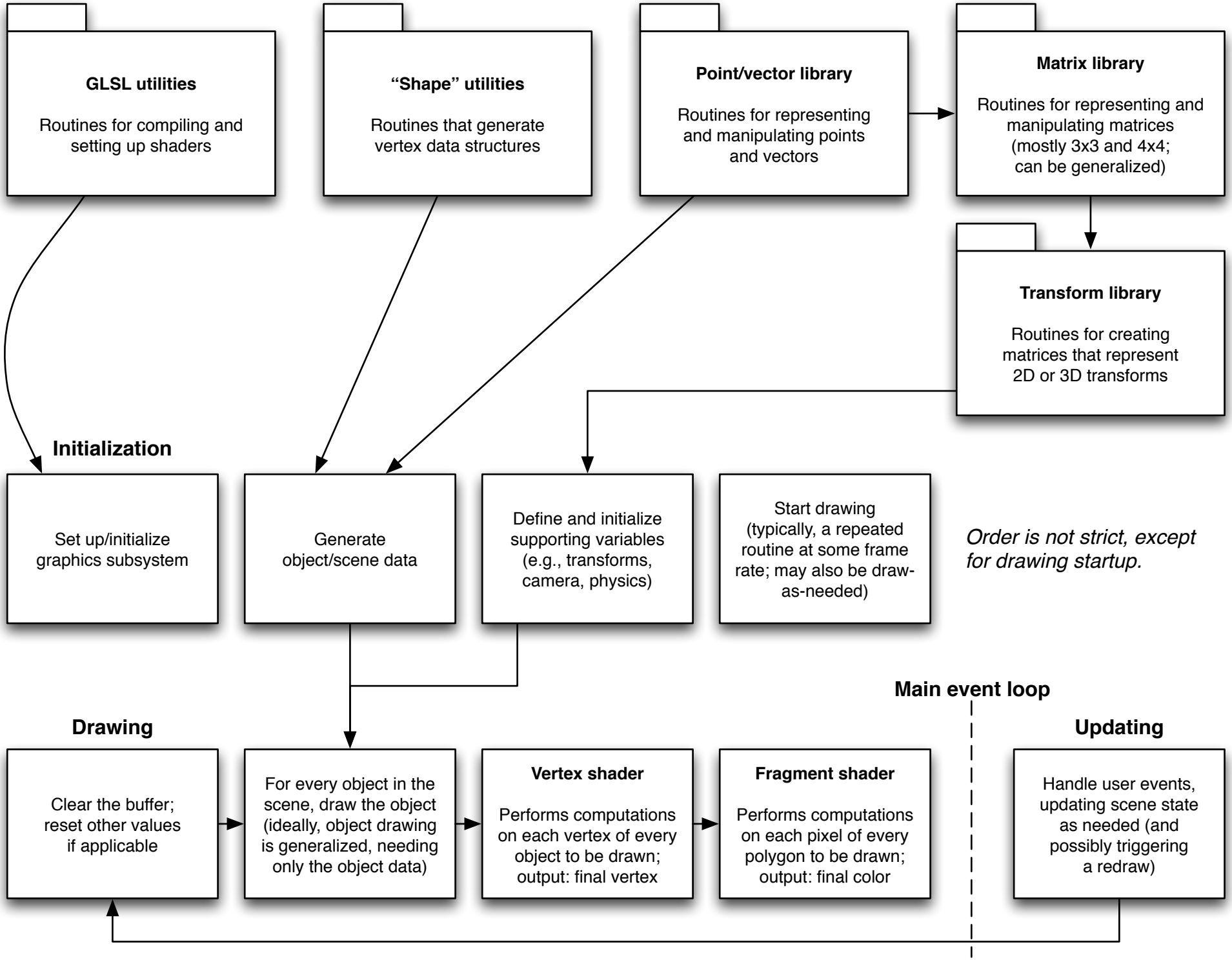
GLSL utilities
Routines for compiling and setting up shaders
"Shape" utilities
Routines that generate vertex data structures
Point/vector library
Routines for representing and manipulating points and vectors
Matrix library
Routines for representing and manipulating matrices (mostly 3x3 and 4x4; can be generalized)
Transform library
Routines for creating matrices that represent 2D or 3D transforms
Initialization
Set up/initialize graphics subsystem
Generate object/scene data
Define and initialize supporting variables (e.g., transforms, camera, physics)
Start drawing (typically, a repeated routine at some frame rate; may also be draw-as-needed)
Order is not strict, except for drawing startup.
Main event loop
Drawing
Clear the buffer; reset other values if applicable
For every object in the scene, draw the object (ideally, object drawing is generalized, needing only the object data)
Vertex shader
Performs computations on each vertex of every object to be drawn; output: final vertex
Fragment shader
Performs computations on each pixel of every polygon to be drawn; output: final color
Updating
Handle user events, updating scene state as needed (and possibly triggering a redraw)