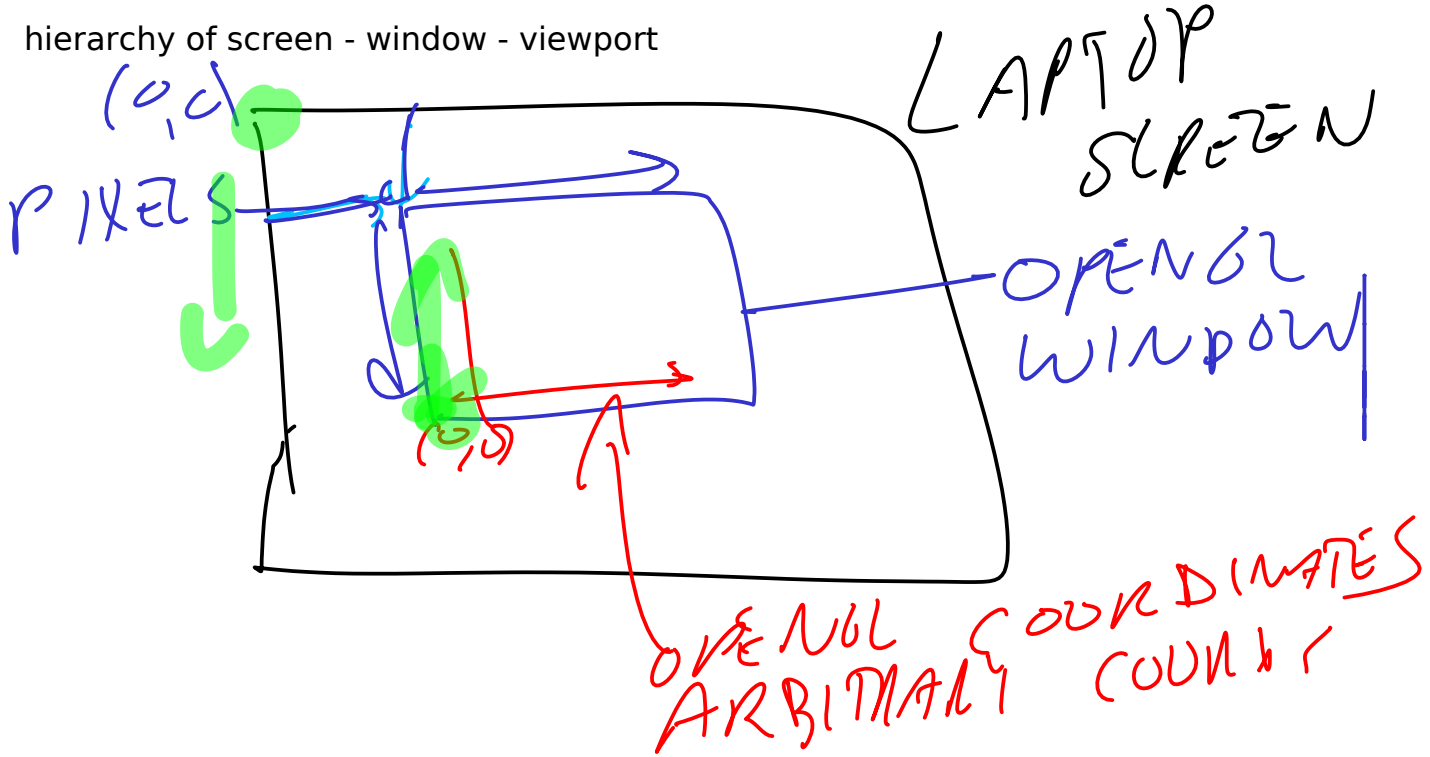


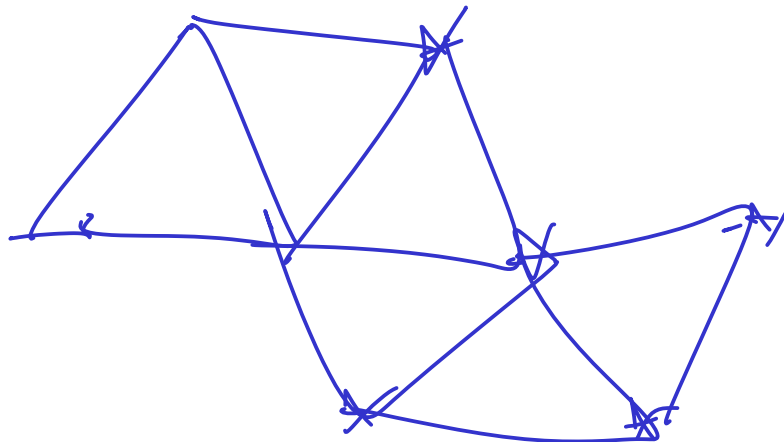
bad user interfaces can kill. Therac25.

hierarchy of screen - window - viewport



OpenGL levels of abstraction. gl - glu - glut

Triangle strip



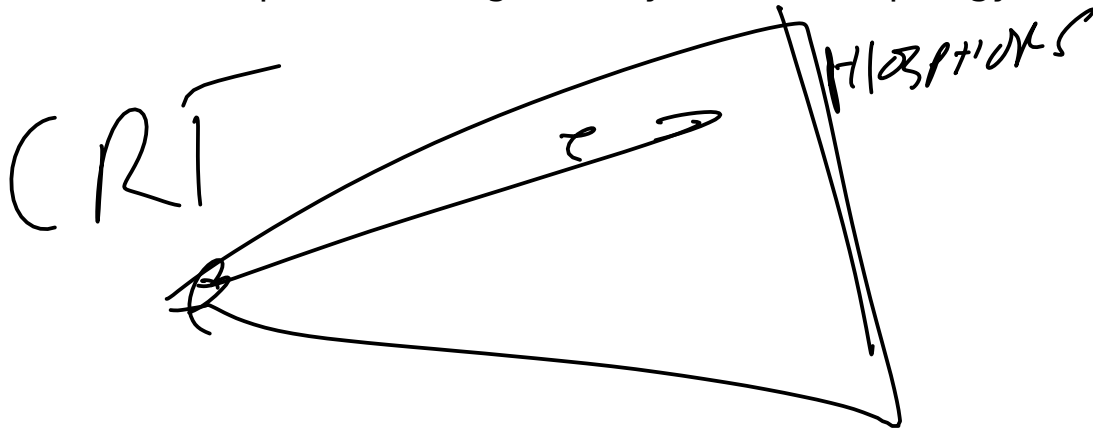
squareAnnulus1 +/-

+ easy to read, modify

- lots to type

- too many function calls, slow to compile, execute, cause big executables

squareAnnulus4 separates the geometry from the topology



LCD CORKS CREW MOLECULES 3

