Modern OpenGL
with openFrameworks

- Fixed and non-fixed pipeline
- Transformation matrices
- Shaders
- openGL buffers
- Vbo
- Fbo
- Performance advices
- 2D drawing with OF classes

During this 3 days workshop we'll see the new paradigms of grapihcs programming using openGL through openFrameworks.

Most people with experience with Processing or openFrameworks still use old methodologies that are usually slower and lead to a more disorganized code.

Even if the openGL syntax for this new elements is kind of complicated, using openFrameworks makes it really simple to use

Although at first not having some of the old functionality can seem complex, once we know how to use modern openGL it leads to better organized, faster and even easier code.

This workshop is oriented to people with some experience in Processing, openFrameworks or openGL. If you've never used openFrameworks it is recommended to assist to the "Introduction to openFrameworks" workshop.