

[OpenGL](#) is the premier environment for developing portable, interactive 2D and 3D graphics applications. Since its introduction in 1992, [OpenGL](#) has become the industry's most widely used and supported 2D and 3D graphics application programming interface (API), bringing thousands of applications to a wide variety of computer platforms. [OpenGL](#) fosters innovation and speeds application development by incorporating a broad set of rendering, texture mapping, special effects, and other powerful visualization functions. Developers can leverage the power of [OpenGL](#) across all popular desktop and workstation platforms, ensuring wide application deployment.