

Programming Resources:

Basic Logic: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/1/module/0/topic/3>

Number Systems: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/1/module/1/topic/5>

Order of Operations: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/1/module/2/topic/3>

Input/Output: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/1/module/3/topic/3>

Convert Math into Code: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/1/module/4/topic/4>

Basic Object Oriented Programming (OOP): <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/1/module/5/topic/6>

Graphics Programming Resources:

Quads: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/1/module/5/topic/6>

Texture: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/2/module/1/topic/5>

Vectors: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/2/module/2/topic/5>

Matrix: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/2/module/4/topic/3>

Translation: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/2/module/4/topic/3>

Rotation: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/2/module/5/topic/5>

Scale: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/2/module/6/topic/2>

Animated Scene: <file:///C:/ProgramData/GGI/DevPro/GDC-1500-000/Content/index.html#/course/1/arc/2/module/7/topic/4>