OpenGL Introduction Lab

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1   Administrivia

Announcements

Assignment

Read 2.5–6.

From Last Time

Overview of Chapter 1.

Outline

1. Mechanics of OpenGL projects.

2. OpenGL Introduction Lab.

Coming Up

Discussion of CG programming basics.

2   Mechanics of OpenGL Projects

1. See link on class home page to Eclipse/CDT IDE.

2. Create new C project.

3. Library files to include **always**:

    (a) `opengl32`,

    (b) `glu32`, and

    (c) `glut32`.

4. Header file **always** required:

    `#include<GL/glut.h>`

    — Will include the header files for the other two libraries.

3   OpenGL Introduction Lab

1. You'll need to fix a "few" things in `pentagon.c`.

   Callback model similar to Java's.

2. OpenGL man pages on phoenix.