

OpenGL Introduction Lab

Tom Kelliher, CS 320

Feb. 5, 2003

1 Administrivia

Announcements

Project 0 due Friday. Late deductions.

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 links to free C/C++ compilers and OpenGL libraries on class home page.
2. Create empty Win32 Console Application.
3. Library files to include: `Opengl32.lib`, `glu32.lib`, and `glut32.lib`.
4. Header files required:

```
#include<windows.h>
#include<GL/gl.h>
#include<GL/glu.h>
#include<GL/glut.h>
```

In this order!!!

5. You'll need to fix a "few" things in `pentagon.c`.
Callback model similar to Java's.
6. OpenGL man pages on phoenix.

3 OpenGL Introduction Lab