

OpenGL Introduction Lab

Tom Kelliher, CS 320

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1 Administrivia

Announcements

Project 0 due Monday.

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<GL/glut.h>
```

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