

Game Engines: Exercise 1-1: Introduction

Learning objectives	<ul style="list-style-type: none">• Setup tools and libraries that we will use for game engines• Get familiar with CMake• Get familiar with Git <p>These exercises do not need to be handed in.</p>
Prerequisites	<p>(If you have not installed this software yet, you can still work on exercise 1 in a browser while installing).</p> <p>Install software</p> <ul style="list-style-type: none">• Visual Studio 2015 Community Edition (Choose custom installation with C++) [Link] or• XCode (for macOS) [From App Store]• CMake [Link] <p>Windows only:</p> <ul style="list-style-type: none">• It is recommended to update your graphics card driver manually. [AMD] [NVidia] [Intel]
Exercise 1	<p>You must use git for your project. It is essential that you learn the basic git commands – even if you decide to use one of the graphical user interfaces (such as SourceTree or TortoiseGit).</p> <ul style="list-style-type: none">• Go through the following tutorial: https://try.github.io
Exercise 2	<p>Based on the CMake documentation [Link][Link] and today slides, create an executable using CMake and MSVC/XCode from the source file in Exercise2/</p>
Exercise 3	<p>Git clone SimpleRenderEngine [https://github.com/mortennobel/SimpleRenderEngine.git] and following the setup instruction found here:</p> <ul style="list-style-type: none">• https://mortennobel.github.io/SimpleRenderEngine/ <p>After you have setup the project, then verify that it works by running some of the demos:</p> <ul style="list-style-type: none">• SRE-Spinning-Cube <p>SRE-Spinning-TeX</p>
Exercise 4	<p>Create a static library from the code in Exercise4/ using CMake and MSVC/XCode</p>
Exercise 5	<p>Create an executable using CMake and MSVC/XCode from the source file and make sure that it links to the static library you created in Exercise 4.</p>