Project 1 - Hello World

In this assignment, I have set up an OpenGL window using FreeGLUT.

What you have implemented & How to use your implementation:

In main.cpp, I initialize FreeGLUT, create the window and register the Render(), Update() and Input() functions for OpenGL. In the LUtil.h, I define the window size (640*480) and give declarations of the Render(), Update() and Input() functions, and implement these functions in the LUtil.cpp. In this assignment, we have to animate the background color. I change the background color in the Update() with glClearColor(R, G, B, A). Furthermore, I implement some code in the Input() function, so an user can press "ESC" to exit the program. In the future, we can implement more features in these functions to get more fancy work done.

What you could not implement:

No, this assignment is quite simple. There is nothing I can't implement.

Additional functionalities beyond project requirements:

No, I tend to just finish the basic requirements.

What operating system and compiler you used:

I work and compile my code in Visual Studio 2017 in Windows 10.

External libraries and additional requirements to compile your project:

My project requires additional header files, static lib and dynamic lib for FreeGLUT. These files are available in my Externals folder. When we compile the project, we have to include the header files and link to the static lib. When we run the executable, we have to include the dynamic lib.
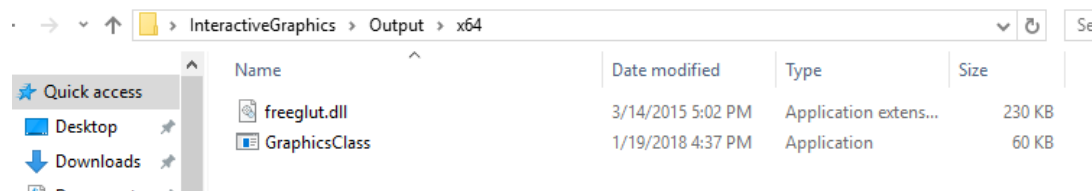
Source code are available in the GraphicsClass/source folder. However, you can also open my .sln to compile and run the project.

Ref: http://freeglut.sourceforge.net/