



## **Lab Assignment 0**

### **Objectives**

Getting familiar with OpenGL API and glut window management.

### **Problem Statement**

You are required to install required tools to use OpenGL API and create OpenGL template. Use the template to create a new project and include the source code in this [link](#).

For variables mentioned below try different values and report the effect of each of them on the drawn lines:

- orthoLeft
- orthoRight
- orthoBottom
- orthoTop
- orthoNear
- orthoFar
- offsetX
- offsetY
- windowWidth
- windowHeight

You are also required to deduce the coordination system of the screen and specify the location of its origin (e.g. which screen corner contains (0, 0) point of the screen) based on this experiment.

### **References**

- [glOrtho](#)
- [glutInitWindowSize](#)
- [glutInitWindowPosition](#)

### **Delivery Policy**

- You should submit a report describing your experiment, screenshots of working code and challenges you faced (if any).
- You should submit the project source code (.cpp file(s)).
- You should cite any additional resources you used.
- Further details for the submission instructions will be posted later on MS Teams.

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**Good Luck**