Linking Assimp

Look back at Lab 1 on how we set up and linked to freeglut, the same principle applies here for assimp. I will step through some of the main parts here:

Before you can build the project, you first need to install the assimp library:

- Copy assimp folder from the sample code on blackboard into your project
- now, go back to Visual Studio and go to the solution Explorer and right-click on your project name (which is written in bold-text) -> Properties (the bottom item in the Project menu).
- Select the configuration: "Release"
  - go to *Configuration Properties* -> C/C++ -> General
  - go to the *Additional Include Directories* field and first add the **include** directory of your assimp folder
  - go to *Configuration Properties* -> Linker -> General
  - go to the *Additional Library Directories* field and first add the **lib\Release** directory of your assimp folder
  - go to *Configuration Properties* -> Linker -> Input
  - go to the *Additional Dependencies* field and type "assimp.lib " (but omit the " ")
- Select the configuration: Debug
  - Repeat for debug, but with the lib\Debug\ directory

Your application will also need Assimp32.dll to be included in your application folder.

- Copy the Assimp32d.dll file from the sample code to your "Debug" directory
- Copy the Assimp32.dll file from the sample code to your "Release" directory
- When you run the program, you should see a green monkey head rotating around the y axis

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Note: If you would like to directly download assimp (e.g. if you are having problems with my dlls and libs), do so here:

- Download Assimp 3.0 from here: http://assimp.sourceforge.net/
  - Download assimp--3.0.1270-full.zip since it gives you the prebuilt binaries for Windows/Visual Studio 32 and 64 bit
  - If you are having problems with assimp, try downloading the source-only version and building the project to get the libraries associated with your version of Visual studio

Note: follow the tutorial on http://antongerdelan.net/opengl/mesh.html for a step by step explanation of the mesh loading program.

Note: if you are still having problems, try writing a message on the discussion forum or emailing me.