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CS 6610

Project 1

**What you implemented.**

I implemented all the project specifications:

viewport size specified at 1920 x 1080
ESC key closes the window
Background color set to light blue/bluish Green

**What you could not implement:**

Implemented everything

**Additional functionalities beyond project requirements.**
N/A

**How to use your implementation.**

Make sure needed freeglut/opengl libraries are connected to the project, compile, then run.
Esc closes the window.

**What operating system and compiler you used.**

Windows, used visual studio compiler(cl.exe?)

**External libraries and additional requirements to compile your project.**
Libraries: FreeGlut, OpenGL
Things I did to compile
in project settings:
..\freeglut_x64-windows\include in additional include directories
NDEBUG in preprocessor settings
...\freeglut_x64-windows\lib in additional library directories