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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
Animated BG color:

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: These should be filled in by default but just in case:
C/C++
        General:
            Additional Include directories: ..\..\Project1\include
        Preprocessor:
            Preprocessor Definitions: NDEBUG
    Linker:
        General:
            Additional library directories: ..\..\Project1\lib

Freglut.dll in local directory and System32(not sure if required, but to be safe)