

# COMPUTER GRAPHICS

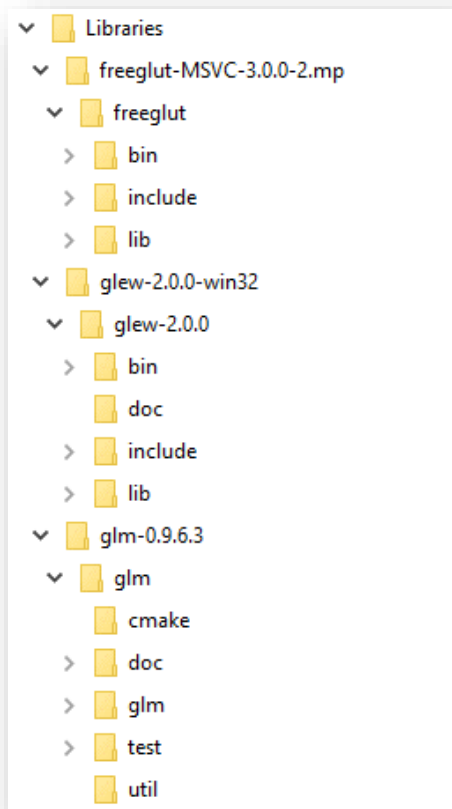
## INSTALLATION GUIDE OPENGL

### GLUT, GLEW, GLM

#### INSTALLING

Create C:\Libraries. Extract Libraries.rar in the new folder.

At the end, your folder structure should look like this:

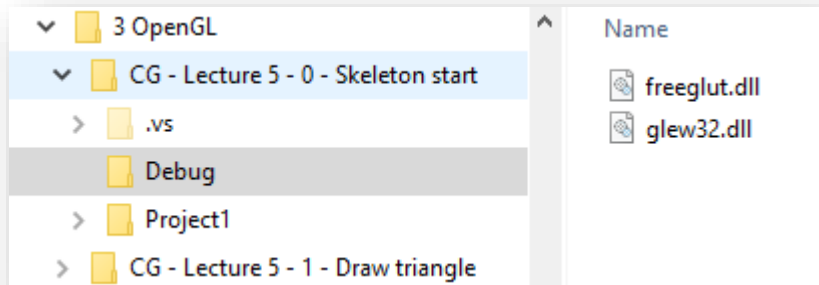


#### VISUAL STUDIO PROPERTIES

When working on a “solution start”, all settings should be ok. When working on your own (fresh) project, follow these steps:

- Within Visual Studio, open the project properties.

- Within Configuration Properties -> VC++ Directories, extend “Include directories” with:
  - C:\Libraries\glew-2.0.0-win32\glew-2.0.0\include
  - C:\Libraries\freeglut-MSVC-3.0.0-2.mp\freeglut\include
  - C:\Libraries\glm-0.9.6.3\glm
- Within Configuration Properties -> VC++ Directories, extend “Library directories” with:
  - C:\Libraries\glew-2.0.0-win32\glew-2.0.0\lib\Release\Win32
  - C:\Libraries\freeglut-MSVC-3.0.0-2.mp\freeglut\lib
- Within Configuration Properties -> Linker -> Input, extend “Additional Dependencies” with:
  - freeglut.lib
  - glew32.lib
- Copy C:\Libraries\glew-2.0.0-win32\glew-2.0.0\bin\Release\Win32\glew32.dll and C:\Libraries\freeglut-MSVC-3.0.0-2.mp\freeglut\bin\freeglut.dll to the “Debug” subfolder of the main folder of your solution.



## GLSL

### ADD TO PROJECT

- Copy the files in the folder of mail.cpp
- Add the files to your project (either drag into “Solution Explorer” or add them using Project -> Add -> Existing Item)

### COMPILER ERROR

If you try to compile glsl, Visual Studio will give you errors. Within Configuration Properties -> C/C++ -> Preprocessor, extend “Preprocessor Definitions” with `_CRT_SECURE_NO_WARNINGS`