Lab-01: Getting started with OpenGL

CSC411: Computer Graphics
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Objective

In this lab, the students will be getting started to working with OpenGL Library. There is the computer Graphics Library that used in both academic and industrial environments. The goal of this lab is to get a basic knowledge about setting an environment and writing a simple program with OpenGL.

Requirement

1) Install OpenGL
2) Write a program that show a window from OpenGL

Submission

Create 3 folder, compressed in 1 file MSSV_Lab1.zip
- Document
- Release
- Source

Resources

- http://in2gpu.com/2014/10/15/setting-up-opengl-with-visual-studio/
- http://in2gpu.com/2014/10/17/creating-opengl-window/
- Graham Sellers, OpenGL SupperBidle, Cheapter 1, 2.