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SNHU

CS 330

Module 1-2 Assignment

**Discussion:**

In order to open Visual Studio, I used the SNHU virtual lab and I downloaded the files into Virtual Lab. I followed the guide video (CS 330 Setting up OpenGL) and I had no issues with opening the files in Visual Studio. I was able to find the desired code very quickly by using ctrl + f. I updated the window’s title from “LearnOpenGL” to my name “JosephSilvaJr”. As you can see in the screen shot below, I was able to run the program and the title was updated.

The problem I ran into with this program was the camera’s control. I am still working on how to fix the camera’s control by reading the resources for this week’s module. Once I enter the program, the program’s camera control will not let me move around properly. As soon as I move the mouse even slightly, the camera shoots off into the dark area of the 3D program. I found some of the errors were in the header files such as camera.h and stb\_image.h. Since the video stated only make changes to the source.cpp file, I did not attempt to fix the errors for the camera movement, but I did identify them. Other then the camera’s movement, I had no problems with any of the program and it was amazing to see the code for this 3D world.

**Screen Shot:**

