Fall 2018 CS425 Computer Graphics I

Lab 0: Up-front Work

Get to Start

In this class you will start learning OpenGL. The programs must be written using C/C++ and the GLUT (OpenGL Utility Toolkit).

You can program in any operating environment you wish i.e Windows, Linux, and Mac. You can use any IDE such as Visual Studio, Eclipse, Xcode and so on.

Here is an instruction about how to INSTALL and USE OpenGL and GLUT on three platforms. It is really helpful! http://web.eecs.umich.edu/~sugih/courses/eecs487/glut-howto/

OpenGL website: http://www.opengl.org/

OpenGL Tutorial : http://www.opengl-tutorial.org/beginners-tutorials/

Video Tutorials on Lynda.com : https://www.lynda.com/OpenGL-training-tutorials/2786-0.html

Here is also an online book for OpenGL programming. http://www.glprogramming.com/red/

Sample Program

Try to understand the sample code (SampleGL.cpp), and compile and run it on your laptop or a Lab machine.