DevIL

Developers Image Library (DevIL) or Open Image Library (OpenIL).

Link: https://openil.sourceforge.net/

The library can be used to load images in a wide range of formats such as .jpg, .png, .tga, .bmp, .gif and .raw.

Ray Tracer

The program `RayTracerTest_DevIL.cpp` demonstrates the use of the DevIL library in a ray tracer. The library is used for loading textures in supported image formats. The program uses the header and implementation files `TextureOpenIL.h` and `TextureOpenIL.cpp` (supplied). These files replace the files `TextureBMP.h` and `TextureBMP.cpp`. A sample image Flowers.jpg is provided.

The DevIL header, library and dll files have already been included in the files provided for setting up Visual Studio with OpenGL on Windows (see lab material section on Learn). To run the attached program, you will additionally require Lab06,07 files (Ray.cpp, Ray.h, Sphere.cpp etc.) The program generates the following output: