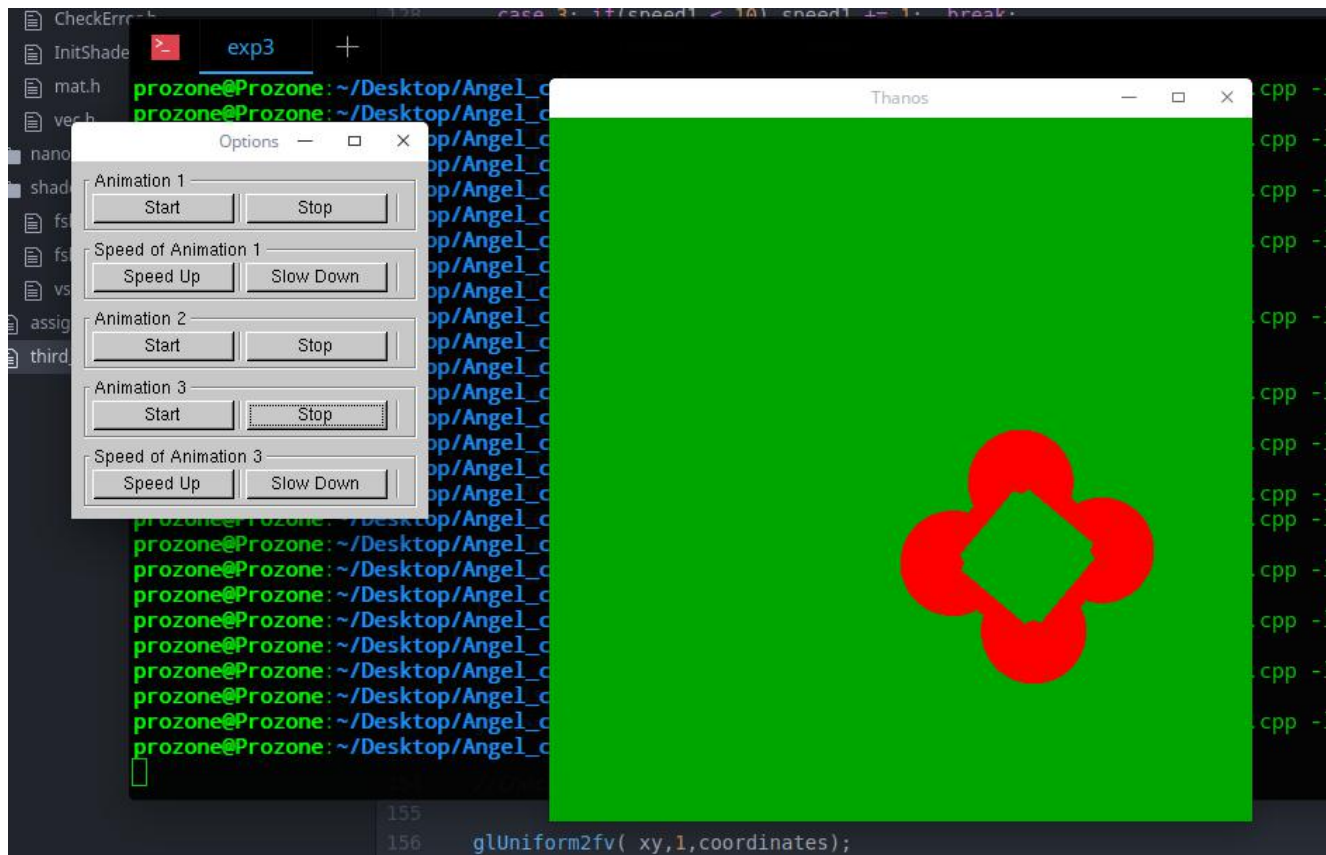


HACETTEPE BBM414 **EXP-3**

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ALGORITHM

I edited idle function according to new given functions. Similar approach as exp-2 has been used here. I used GLUI lib functions for GUI. Just because some of GLUI's functions deprecated it make some trouble.

FUNCTIONS

`void reshape(int w, int h)` for basic re-sizing window.

void display(void) for binding VAO, setting up uniform variables and by using correct program displaying content.

void init() for setting up vertices and managing buffer objects and setting vertex and fragment shaders and

setting scale, theta , fcolor uniform variables' location

int main(int argc, char **argv) for glut and other initializings

and using other functions. Added newly used callbacks.

void setupGLUI () for glui-set up.

void control() for interface buttons functions.

void idle(void) for calling continuously through execution. Functions' control mechanism established here.

ENVIRONMENT SET-UP

```
sudo apt-get install libglu1-mesa-dev freeglut3-dev  
mesa-common-dev
```

```
sudo apt-get install libglew-dev
```

```
sudo apt-get install libglm-dev
```

```
sudo apt-get install libglfw3-dev
```

```
g++ -o assignment3 third_assignment_openGL.cpp  
-lGL -lGLU -lglut -lglfw -lGLEW -lglui
```

Clone GLUI's git source and make libGLUI.a then use it in correct place with include header too.

REFERENCES

- INTERACTIVE COMPUTER GRAPHICS
A TOP-DOWN APPROACH WITH SHADER-BASED OPENGL®
6th Edition
- stackoverflow.com