

Installation & Placement of OpenGL Files

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Week 3

Outline



Visual Studio®

- Installation of Microsoft VC++
- Place OpenGL files
- How to start vc++ Console Application
- Working of different Commands
- First Program in VC++ using OpenGL
- Lab Assignment



Installation

- Microsoft Visual Studio 2013
- Install & run the Application



Place the OpenGL Files

- Glut.h (Header file)
 - C:\Program Files\Microsoft Visual Studio 12.0\VC\include
 - It ll be your installed Microsoft Visual Studio version
- Glut32 (Library file)
 - C:\Program Files\Microsoft Visual Studio 12.0\VC\lib
- Glut32.dll & Glut.dll (System files)
 - C:\windows\system32\
 - For 64-bit OS only C:\windows\sysWOW64\

The background of the slide is a dark red color with a subtle brick pattern. The bricks are arranged in a standard running bond pattern, with the mortar lines being a slightly lighter shade of red. The overall texture is slightly grainy, giving it a classic, somewhat formal appearance.

Thank you...