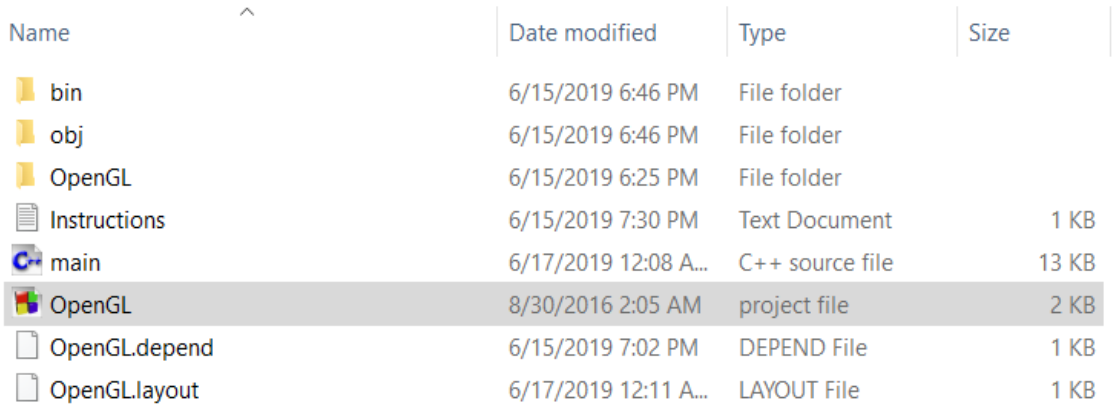
CSE4014: Graphics & Animation Lab

I am giving you an already created openGL project as creating an openGL project is not subtle.

There is two types of project. One is for Windows users and the other one is for Linux[Ubuntu] users.

1. **For Windows users:**

After extracting the folder double clicking on the openGL file which is typed as project file will open the project.



Name	Date modified	Type	Size
bin	6/15/2019 6:46 PM	File folder	
obj	6/15/2019 6:46 PM	File folder	
OpenGL	6/15/2019 6:25 PM	File folder	
Instructions	6/15/2019 7:30 PM	Text Document	1 KB
main	6/17/2019 12:08 A...	C++ source file	13 KB
OpenGL	8/30/2016 2:05 AM	project file	2 KB
OpenGL.depend	6/15/2019 7:02 PM	DEPEND File	1 KB
OpenGL.layout	6/17/2019 12:11 A...	LAYOUT File	1 KB

Then from the popped up window open the main.cpp file and run. After running you will see the output as prescribed in the main.cpp file.

Camera is at negative Z-axis (0,0,-100) and looking to positive Z-axis. u is Y-axis, r is X-axis.

If pressing any of these:

1 - rotate/look left

2 - rotate/look right

3 - look up

4 - look down

5 - tilt clockwise

6 - tilt counterclockwise

up arrow - move forward

down arrow - move backward

right arrow - move right

left arrow - move left

PgUp - move up

PgDn - move down

Go through the whole code and find the functions which are described in the sessional classes.

2. **For Ubuntu users:**

At first you have to install openGL in your machine. Some command lines in the terminal will be needed for this.

1. **sudo apt-get update**
2. **sudo apt-get install libglu1-mesa-dev freeglut3-dev mesa-common-dev**

After that open the terminal where the main.cpp file is located and then run the following command.

g++ main.cpp -lX11 -lGL -lGLU -lglut -g -Wall -O2 -o main./main

To get the clear picture, follow the given link:

http://www.codebind.com/linux-tutorials/install-opengl-ubuntu-linux/