

Fall 2013 CS488 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. However, your final product must be able to compile on the machines (Macs) in the CS Lab.

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/>

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

Sample Program

Try to understand the sample code (SampleMain.cpp), and compile and run it on both your laptop and Lab's machines.