A demo for OpenGL

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Dependencies

- freeglut(local library, included in the project)
- OpenGL and GLU

What is it?

A rotating colorful windmill.

File structure

```
- doc  // report goes here
- include  // header files
- lib  // static libraries
- obj  // intermidiate obj files
- src  // source code
```

```
- freeglut.dll  // dynamic library
- hw2.sln   // premaked VS2013 project file
- main.exe  // prebuilt executable
- Makefile  // for MinGW and Make
- premake5.lua  // premake 5 script
- preview.png   // preview of this demo
- README.md   // you are reading it :)
```

How to build it?

You can build it with VS2013, Make and MinGW, or fallback to anything that premake5 supports(VS2005 and above).

You don't need to copy any file to any location. All libraries files(.h, .lib and .dll) are locally included. Note that it is the libraries under `include` and `lib` that will actually get linked, not your global libraries.

VS2013

Open the `hw2.sln` with VS2013 and build the main target.

Make and MinGW

If you are running it under windows, you need to install MinGW and make. Checkout my blog post if you want to know how to setup the environment.

After installing MinGW and make, go to the root of this project under cmd, and run `Make`.

premake

If none of the above works, download premake5 from here, extract the executable in the archive(e.g. premake5.exe), and put the path to the executable in your `PATH` environment variables. Then open cmd and run `premake5 --help` to see what project files you can generate. I've written a premake script to generate the proper project files.

It should support VS2005 and above. For example, to generate the project files for VS2012, simply run `premake5 vs2012`, then open `hw2.sln` with your VS and build the main target.

About

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