

# Lab 1

## TDT4195: Grunnleggende Visuell Databehandling

Jonas Myrlund

September 9, 2013

### **I Write a small paragraph explaining what the code is doing**

As the code is commented inline, explaining what each line does, I won't simply repeat that in this report.

The main function first initializes and sets up the main window, before it sets the display function. The display function is run every time the buffer needs to be updated. After this initialization, the call to `glutMainLoop` starts the OpenGL event loop.

The draw function sets a black background, and flushes the display – drawing the black background to the screen.

### **1 In case you are working with Linux or Mac, write another small paragraph of your setup**

I run a pretty standard version of Linux Mint.

I ran the following command to get `cmake` and `make` running and compiling correctly:

```
sudo apt-get install freeglut3-dev libxmu-dev libxi-dev
```

The rest of the required packages were supplied by the system.

## **II Alternatives for FreeGlut and GLM**

FreeGLUT is a superset of the dead project GLUT, providing quite a bit more functionality. There are some more modern alternatives to them both, and especially GLFW is recommended. It provides mostly the same functionality as FreeGLUT, but is said to be more actively maintained and up-to-date.

libSIMDx86 is an alternative to GLM, optimized for x86 processors.