

# How to Compile and Run Hamster Ball

<https://github.com/poal023/CS4383-HamsterBall.git>

## **Necessary Libraries:**

- TinyObjectLoader
- GLM
- GLFW
- Stb\_image

## **Videos for Installation:**

All of these libraries can be installed and run in Visual Studios Code. One thing you should be sure about is that Visual Studios is running C++ 17. Any earlier version will not compile correctly.

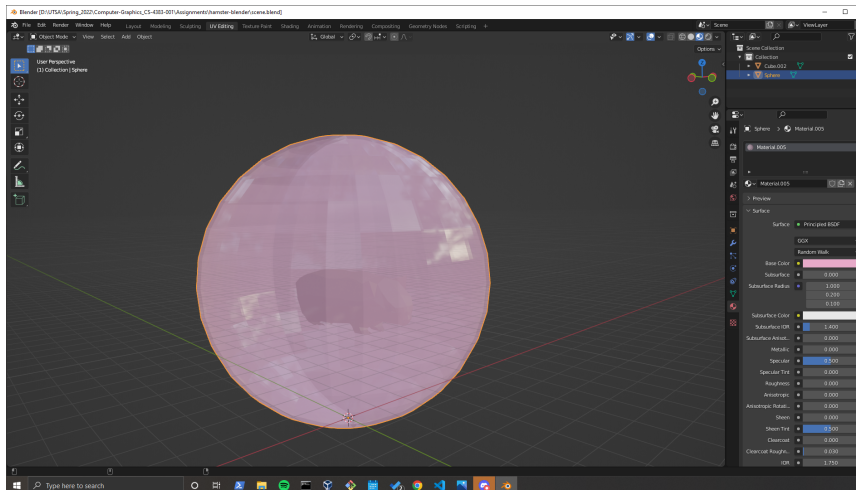
- GLM and GLFW
  - <https://www.youtube.com/watch?v=d2jkALhm9EE>
- TinyObjLoader
  - <https://www.youtube.com/watch?v=jdiPVfIHmEA&t=934s> (2:42-4:24)
- Stb\_image
  - [https://www.youtube.com/watch?v=Z4l\\_EEskNK4](https://www.youtube.com/watch?v=Z4l_EEskNK4)

## **Running the Program:**

To run our program and get our hamster and ball, all you have to do is type Make to compile. If you are having issues with compiling, please make sure GLM and GLFW are properly installed.

If you would like to change what model is being used for rendering (either the hamster + ball having combined vertices, or the singular .obj file), you can remove the #define BALL if having a singular obj is preferred. You can also modify the fragment shader's alpha value to tune transparency as desired.

## Blender objects:



## If you are having compile issues ensure these settings:

