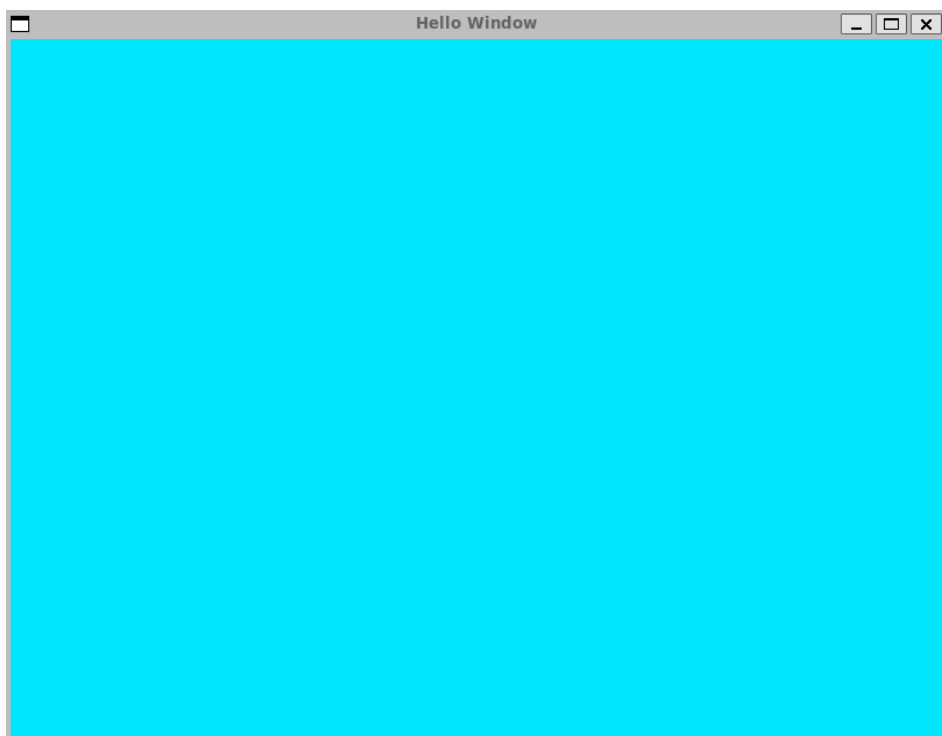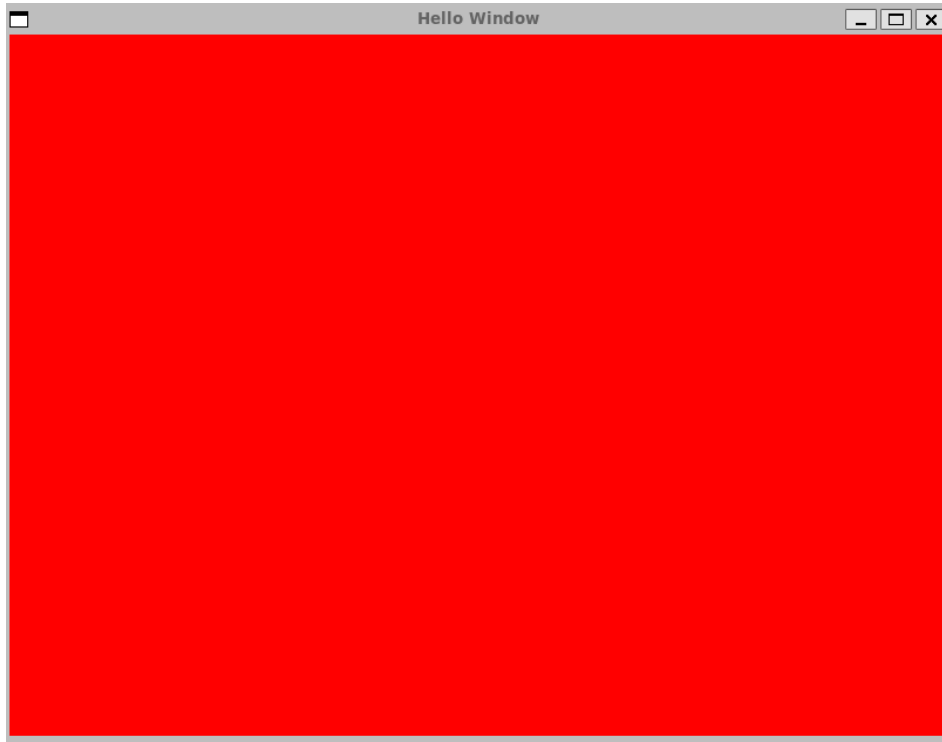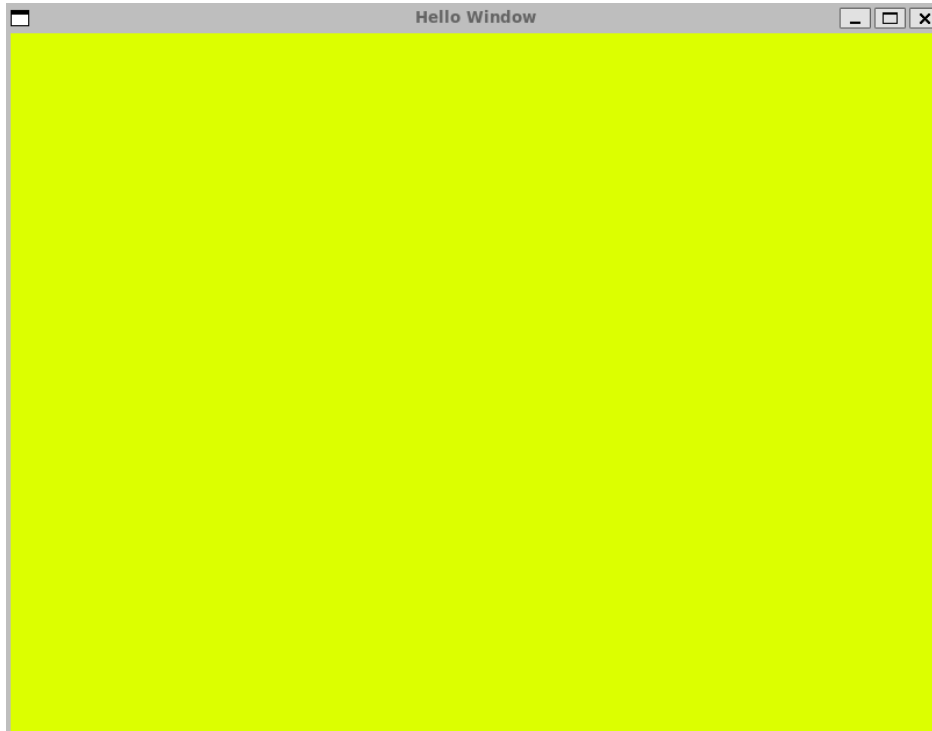# Interactive Computer Graphics Project 1

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Screenshots

Features Implemented

- Used FreeGLUT to create an OpenGL window
- OpenGL window viewport size is explicitly set as 800x600
- Background color is set using glClearColor
- "Esc" key closes the window
- Background is automatically animated (background color changes hue over time)

How to use

- "Esc" closes the window. There is nothing else to do here.

Operating System and Compiler notes

Operating System: Ubuntu 22.04.1 LTS (through WSL on windows)
Compiler: I used a Cmake build, which uses gcc to compile. The project files can be built by running the script ./build.sh.
./run.sh then runs the program from the build folder.

External libraries:

GL and glut are linked as specified in the cmakelists.txt file:

```
target_link_libraries(project1 GL)
target_link_libraries(project1 glut)
```