**INTRODUCTION TO OPENGL**

**Ques 1 : What is OpenGL?**

OpenGL (Open Graphics Library) is the computer industry's standard application program interface for defining 2-D and 3-D graphic images.

**Ques 2 : What is GLU/GLUT?**

**GLU**is a utility library for OpenGL, which mainly contains mapping functions. GLEW is a utility library for OpenGL, which can handle loading of OpenGL Extensions. **GLUT**& SDL is a library for handling various things like window, keyboard and mouse control as well as listening

**Ques 3 : What is OpenGL Architecture?**

The **architecture**of **OpenGL**is based on a client-server model. An application program written to use the **OpenGL**API is the "client" and runs on the CPU. The implementation of the**OpenGL**graphics engine (including the GLSL shader programs you will write) is the "server" and runs on the GPU.

**Ques 4:Setting up the environment:-**

Windows:-

1. Download GLUT

2. Copy the files to following folders:

-&gt;VC/include/gl/

-&gt;VC/lib/

-&gt;windows/system32/

3. Header Files:

&lt;GL/gl.h&gt;

**Linux:-**

Steps:

From a terminal

1) sudo apt-get update

-This will update your apt database to the most recent available packages.

2) sudo apt-get install build-essential

- This installs the necessary development tools for building source code.

3) sudo apt-get install freeglut3-dev

- This installs the development libraries and headers for freeglut.