

# Preparation for Practical Classes

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Notes for a Course in Computer Graphics

University of Minho

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3D API: OpenGL (Linux, MacOS, Windows); Programming language: C/C++

## Please install before class:

### Linux:

- cmake e cmake-qt gui

```
sudo apt-get install cmake
```

```
sudo apt-get install cmake-qt-gui
```

- CLion <https://www.jetbrains.com/student/> (optional)
- freeglut

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

Note: If it fails to compile freeglut try:

```
cd /usr/include/X11/extensions
```

```
sudo ln -s XI.h XInput.h
```

### Windows

- Cmake <https://cmake.org/>
- VS <https://www.visualstudio.com/vs/community/> (optional)
  - Install C/C++ package

### MacOS

Some tips for MacOS, kindly prepared by João Luís Martins:

- download and install CMake
  - [https://cmake.org/files/v3.8/cmake-3.8.0-rc1-Darwin-x86\\_64.dmg](https://cmake.org/files/v3.8/cmake-3.8.0-rc1-Darwin-x86_64.dmg)
- download and install
  - <https://dl.bintray.com/xquartz/downloads/XQuartz-2.7.11.dmg>
- After installing XQuartz renew session;
- Install freeglut (HomeBrew required)

```
brew install freeglut
```