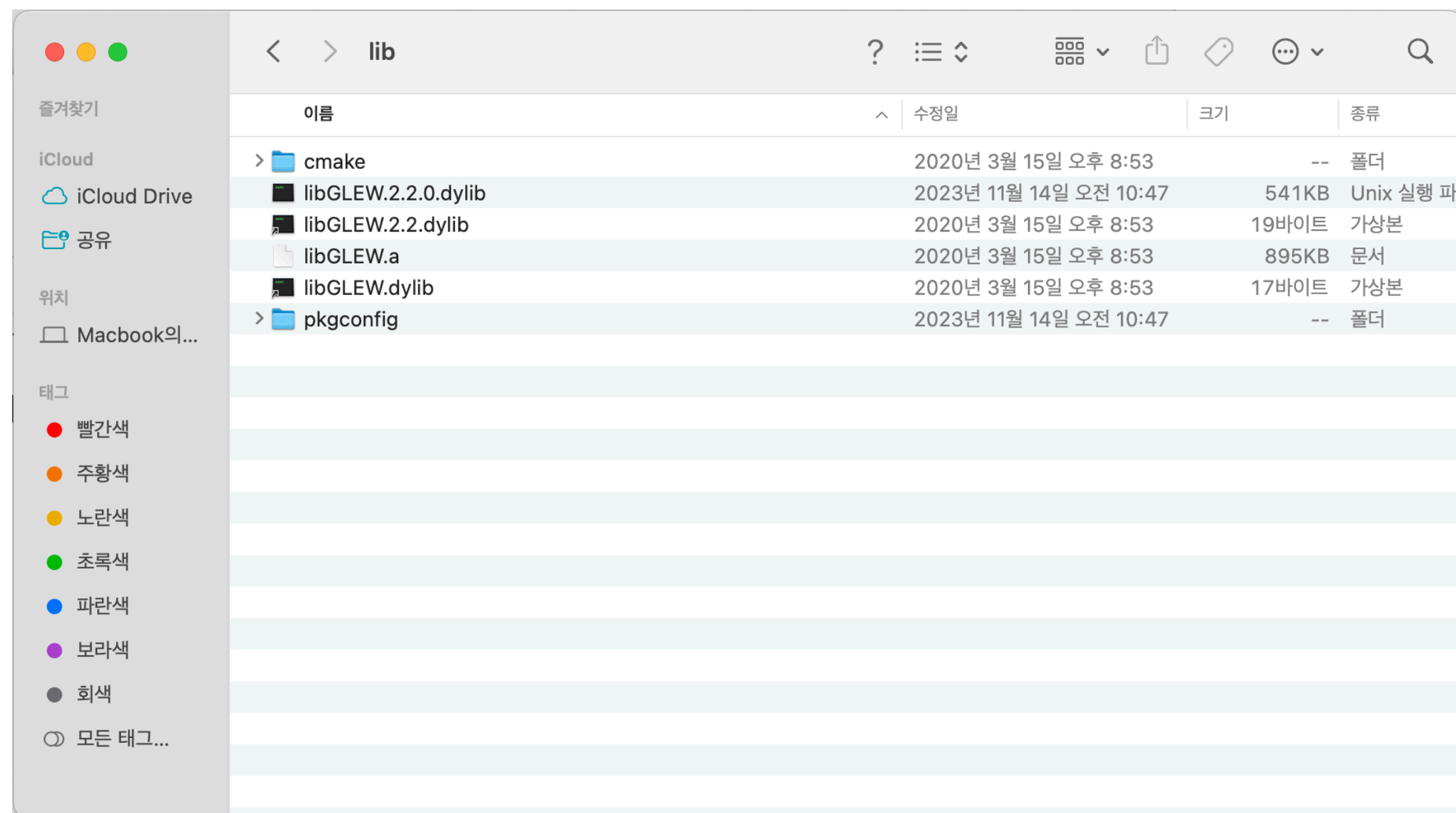


M1 Mac OpenGL 설정

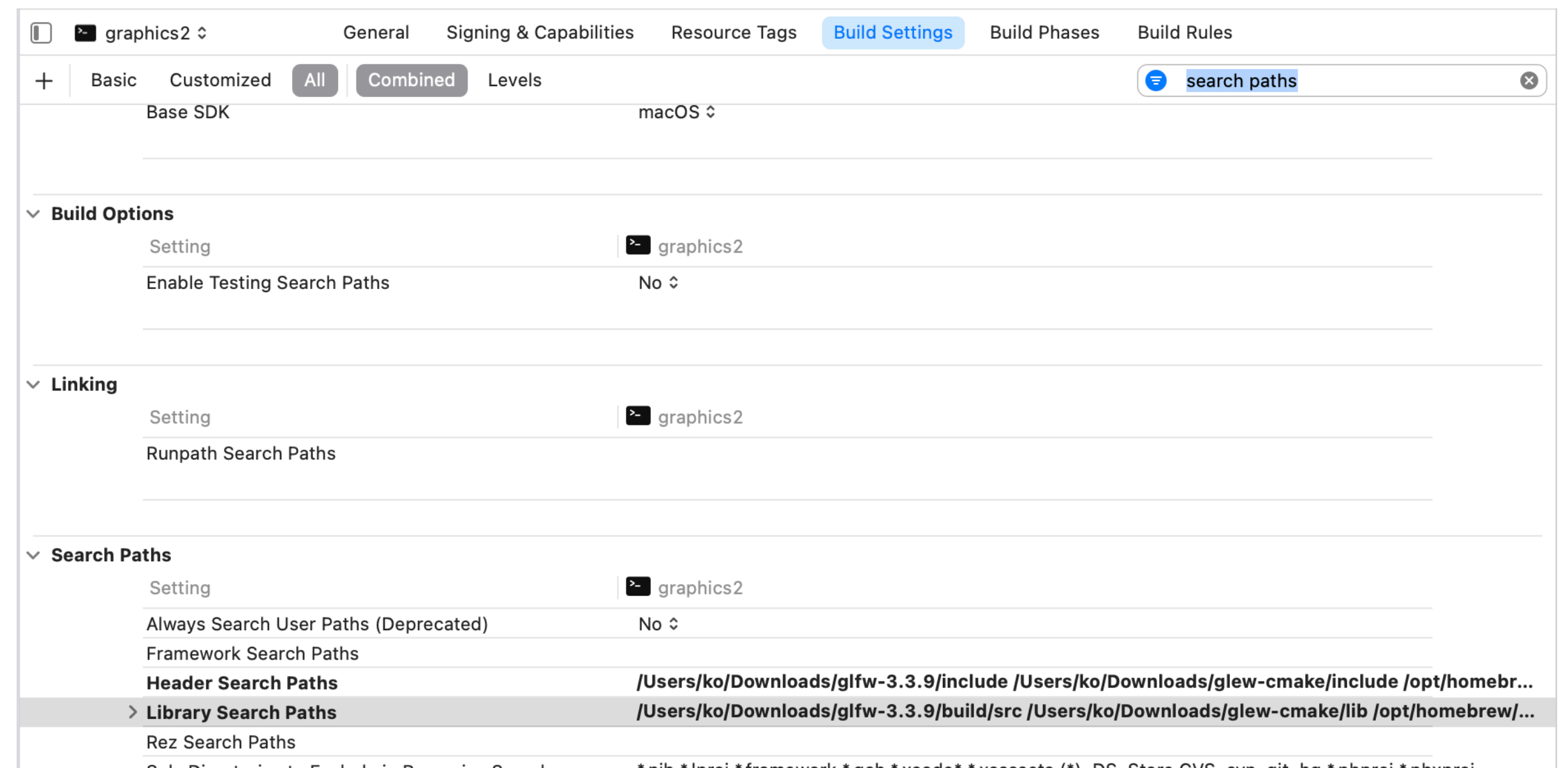
240207 19101188 고은수

GLEW 빌드

glew는 homebrew로 설치해도 static library 파일이 존재해서 따로 cmake로 빌드하지 않고 homebrew로 설치한 후 가져오면 됨



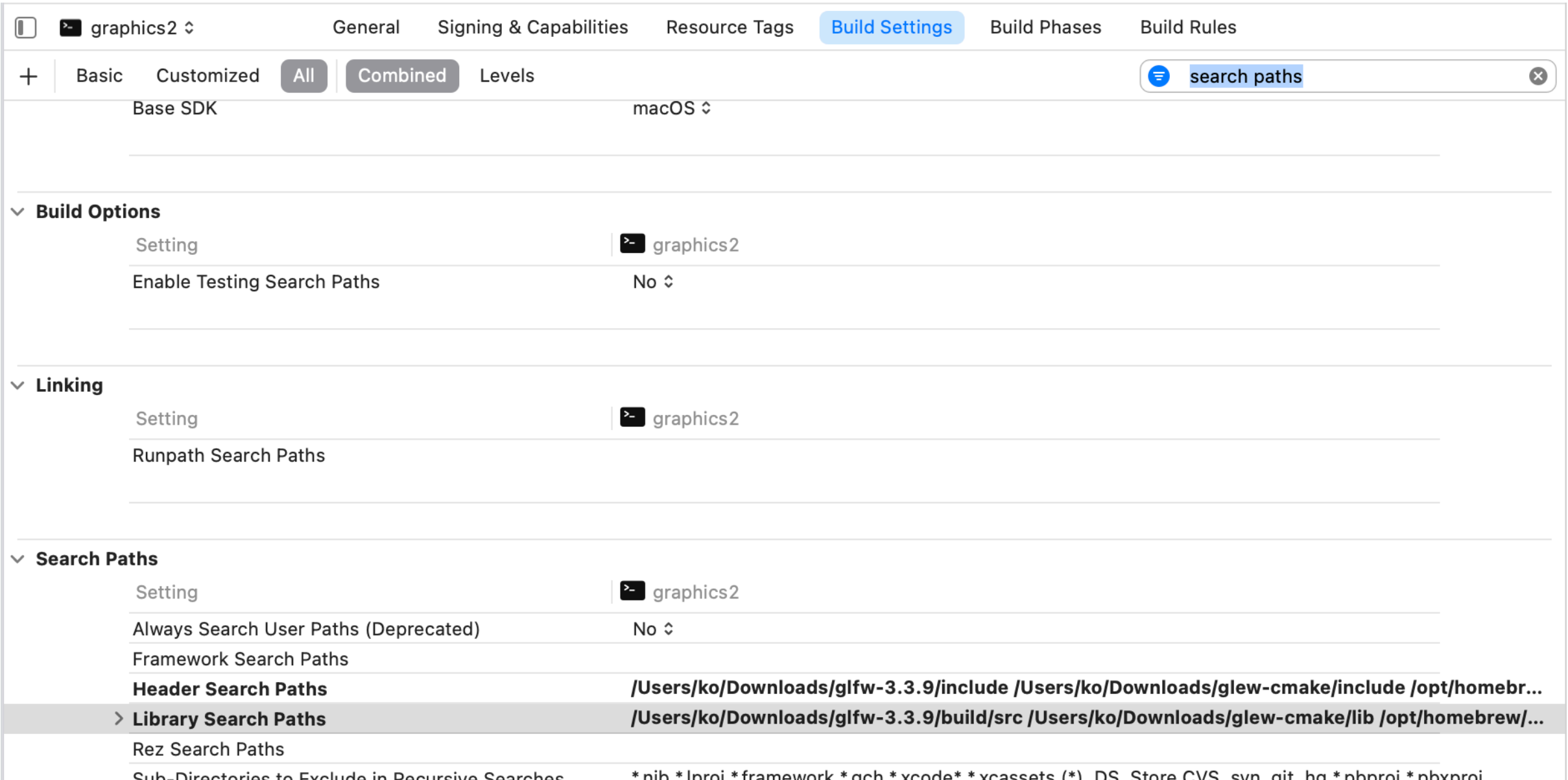
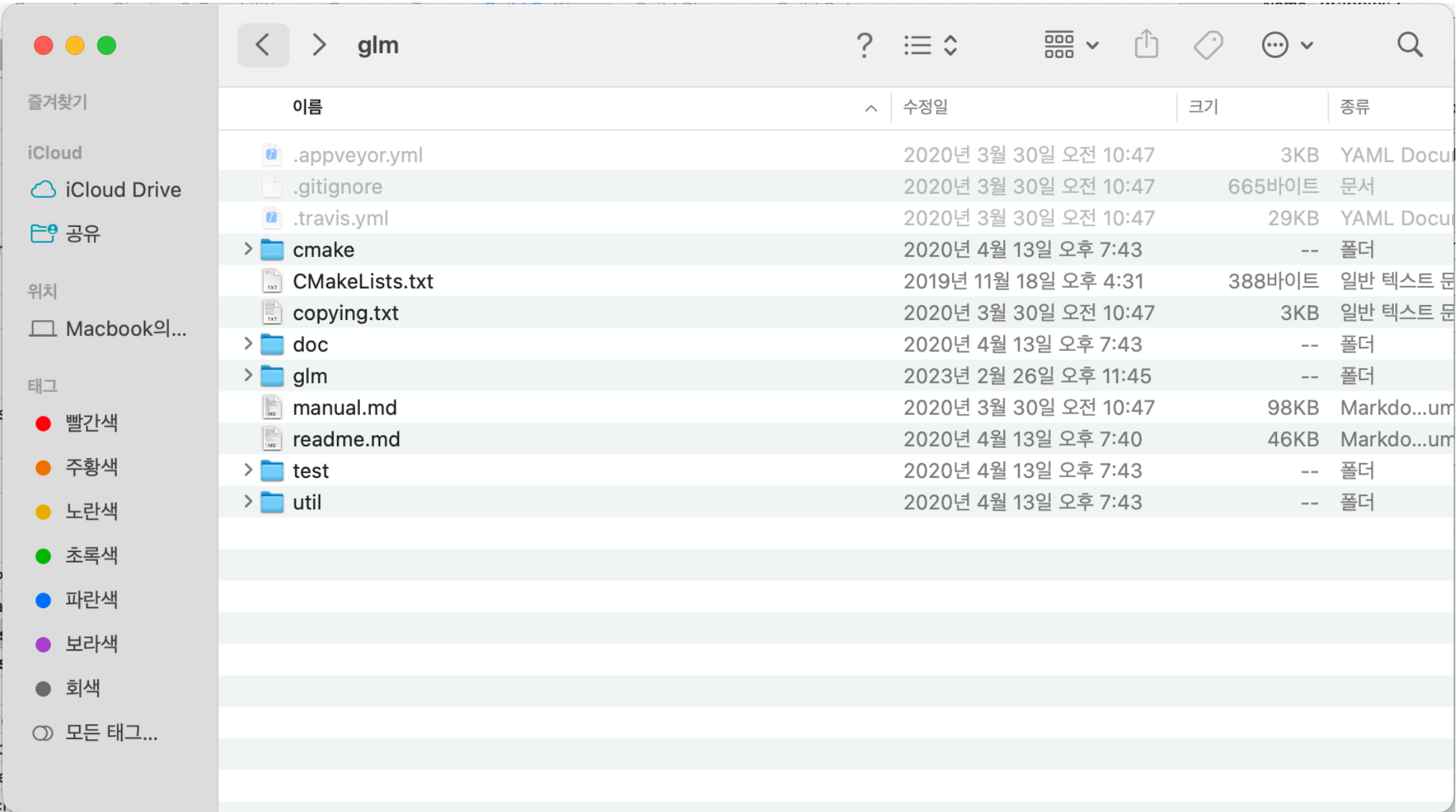
opt > homebrew > Cellar > glew > 버전 > lib



Header search paths, library search paths 설정

GLM 빌드

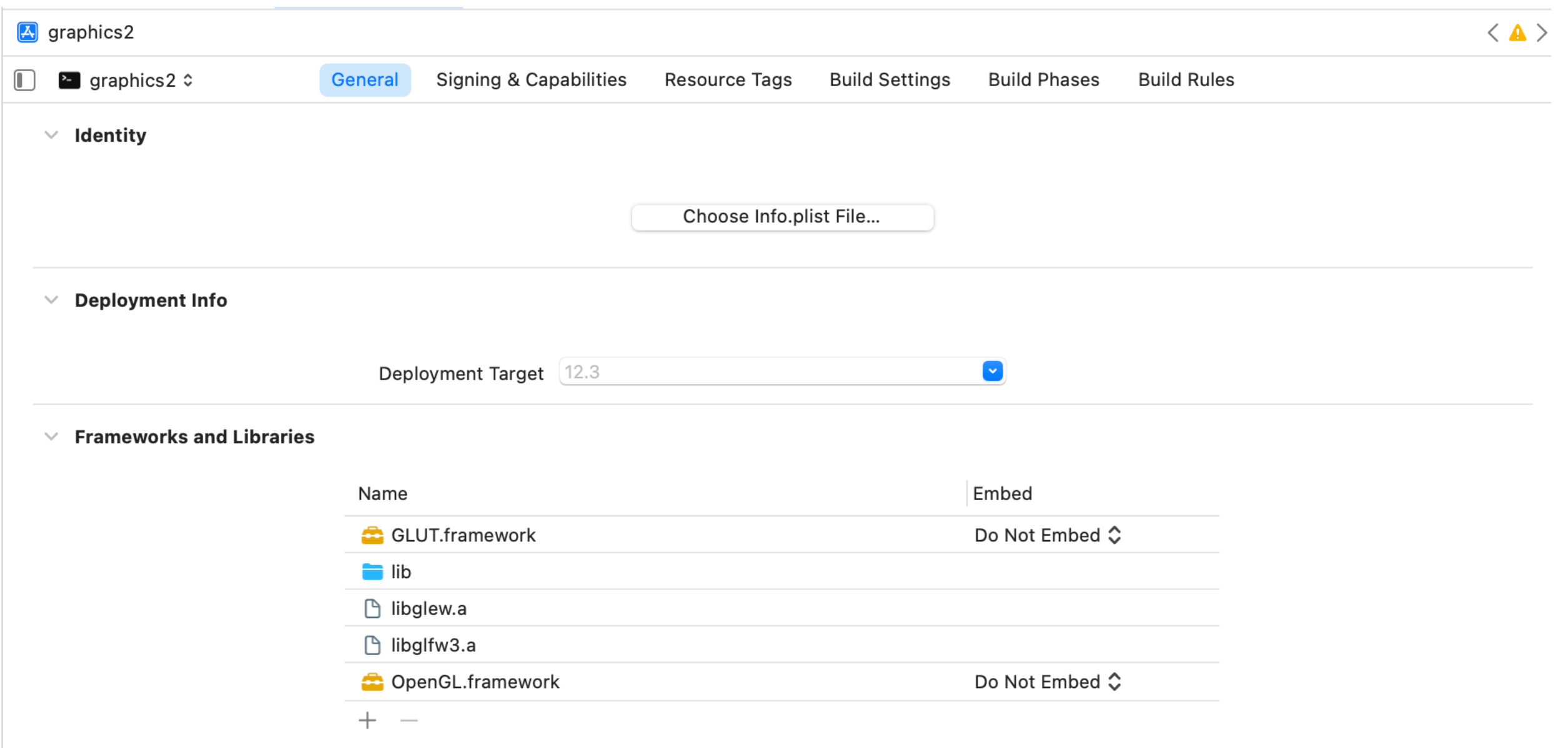
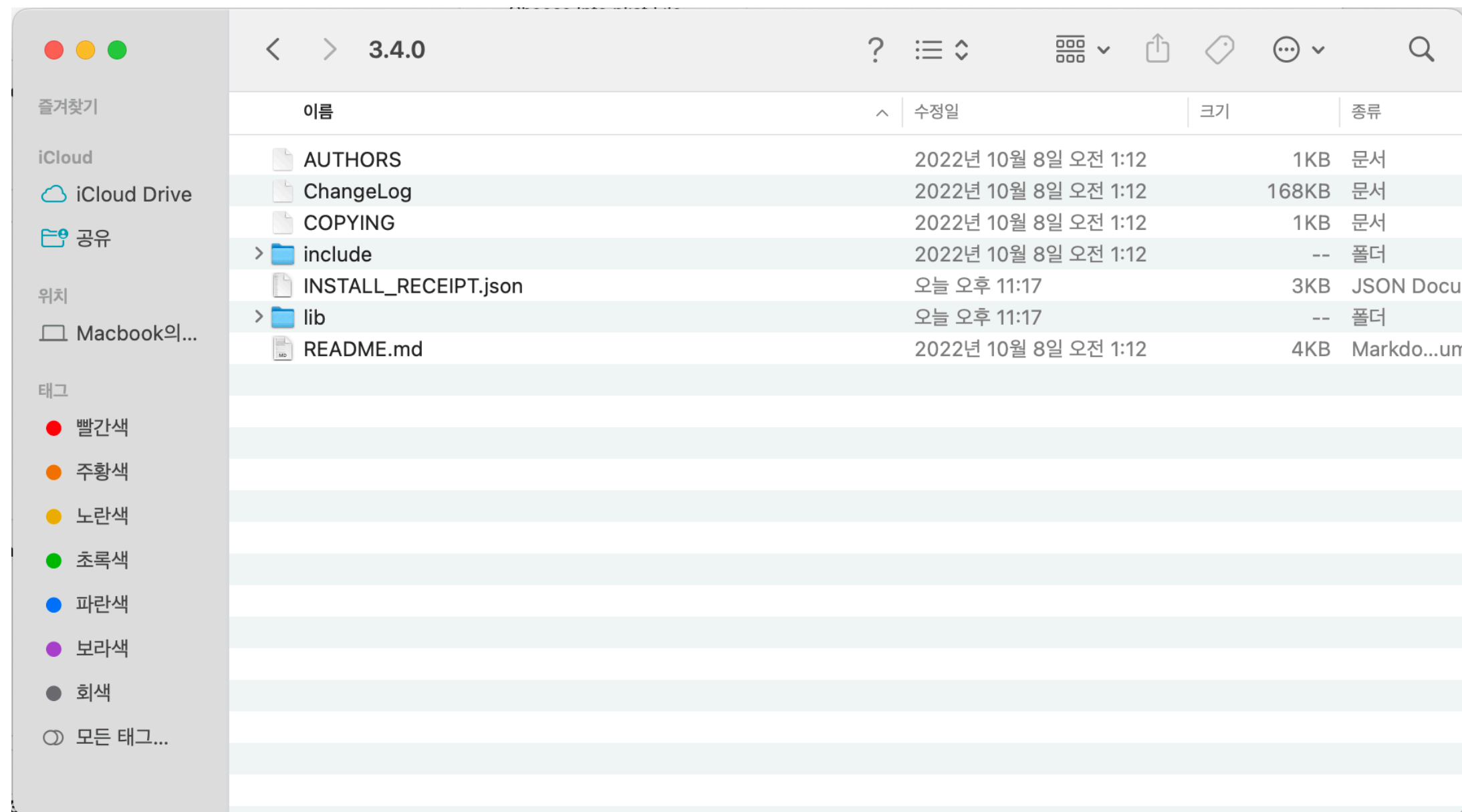
glm 또한 homebrew 이용하여 설치하고 헤더파일만 존재하므로 header search paths만 설정



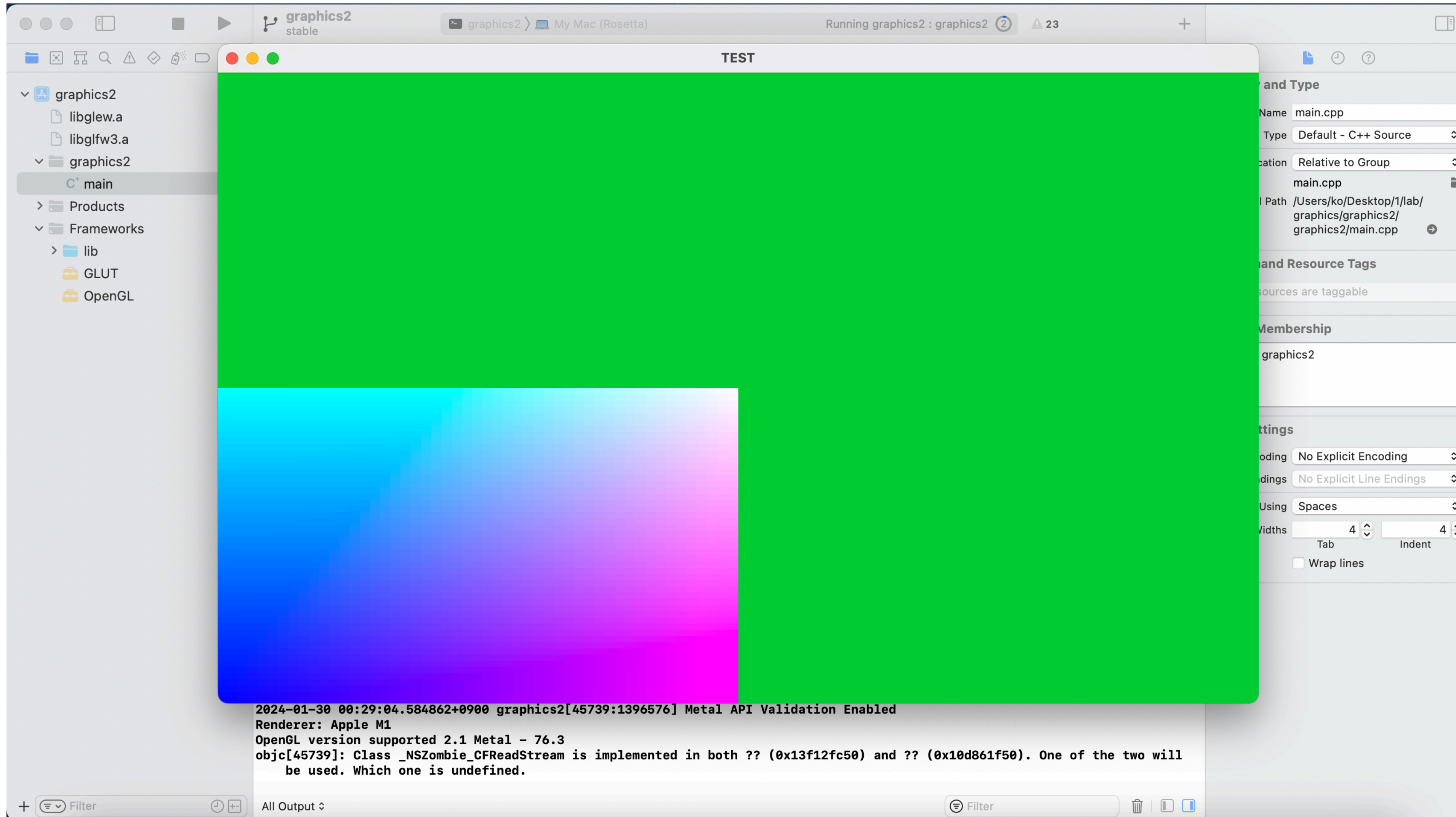
Header search paths 설정

GLUT 빌드

glut 또한 homebrew로 설치 후 header search paths, library search paths에 추가하고
build phases > link binary with libraries에 OpenGL.framework, GLUT.framework, free
glut lib 폴더 추가



예제코드 실행



감사합니다