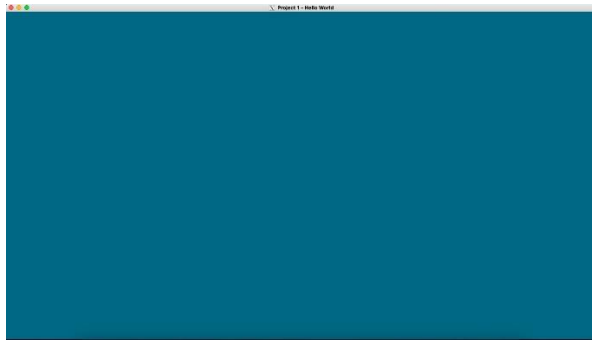


Project 1 - Hello World

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Project Screenshots:



Implemented Features:

- Used C++ and freeglut.
- The OpenGL viewport size is explicitly specified.
- The background color of the window is set using OpenGL calls.
- The "Esc" key closes the window.
- The background color is animated using cosine interpolation.
- All OpenGL-related headers are placed under the GL directory of an included path.

Development Environment:

OS: OS X 12.01

IDE: XCode 13.2.1

Compiler: clang++

External Libraries and Dependencies:

- C++
- OpenGL
- Freeglut

All the libraries and dependencies can be found in the include and lib folder inside the project directory.

Steps to Compile and Run the Project:

- Run the below command in the project directory.

```
clang++ -arch x86_64 -o run {project_name}/main.cpp lib/libglut.3.11.0.dylib -  
framework OpenGL -I include -L lib
```

- Run the below command to run the executable.

```
./run
```

- Alternatively, the project can be open in XCode and running on Rosetta.