

Homework - 2

CS594

OpenGL Setup

Setup the environment for running OpenGL examples. You may use the OS and compiler of your choice. We shall use OpenGL 3 or 4. Make sure to update your OpenGL drivers. Updated drivers may be downloaded from the website of the manufacturer of your graphics card.

Download sample C++ code from <https://github.com/opengl-tutorials/ogl/archive/master.zip>. Follow the instructions at <http://www.opengl-tutorial.org/beginners-tutorials/tutorial-1-opening-a-window/> to compile the code. Instructions are given for Windows, Linux and Mac.

You should be able to build and run the code for “Tutorial 1: Opening a window”. You do not need to understand the code. This will be covered in the class. You do not need to make any submission for this homework.