

# SCIT

School of Computing & Information Technology

## CSCI336 – Interactive Computer Graphics

### Software Instructions

#### Microsoft Visual Studio

Download and install Visual Studio **2026**. You can download it from the following link:

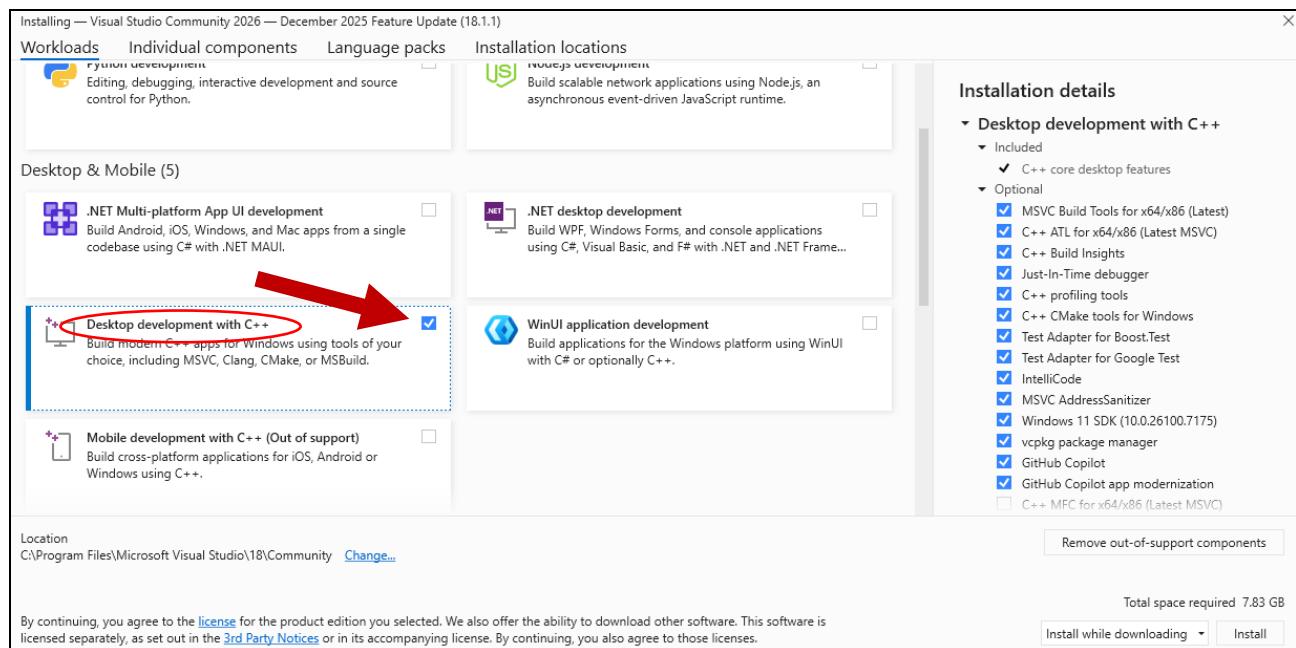
<https://visualstudio.microsoft.com/downloads/>

Download the **Community** version, which is free for students and individuals. You will need to sign in with your UOW email address or create/sign in with a free account (otherwise you can only use it for 30 days).

Follow the instructions and install it. Depending on what options you choose to install, the download and installation can be quite large.

You will only require C++ for this subject. Note that **C++ is NOT installed by default**.

Make sure you **check the C++ checkbox**:



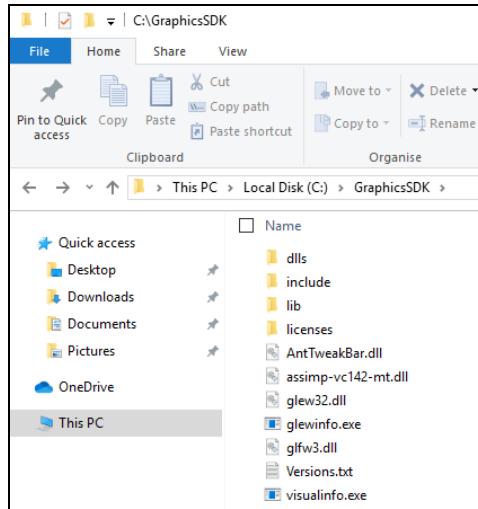
## Graphics Libraries

Unzip the contents of ‘GraphicsSDK.zip’ into the C:\ drive of your computer. You **MUST do this**, otherwise the code in this subject will not compile.

Make sure the path is:

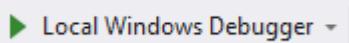
C:\GraphicsSDK\

After placing the contents in the C:\ drive of your computer, that folder it should look like this<sup>1</sup>:



You can test your installation using the Test.zip file.

Unzip this and open the “Test.sln” file. Compile and run it by clicking on:

 Local Windows Debugger

If all goes well, it should open an empty window.

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<sup>1</sup> The folder contains files from several open source libraries.