

OpenGL GLM

GLM is OpenGL Math Library and it is highly recommended to add.

Mac User:

Download glm using homebrew as previous lecture

In the project `#include <glm/glm.hpp>`

Windows User:

Download glm from the website

put it the same folder of your project

In project property pages, the C/C++ General -> Additional include Directories -> add
input `$(SolutionDir)/(the path to glm)`