**Victor Udeh**

**OpenGL Setup Experience  
CS330 M1**

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During the process of setting up OpenGL, I encountered a few challenges, particularly with configuring Visual Studio and ensuring all necessary libraries were correctly linked. Initially, I ran into issues with the GLFW and GLEW libraries, where my project could not find the correct paths to the headers. To resolve this, I manually set the include directories and library paths in the Visual Studio project settings, ensuring that both GLFW and GLEW were correctly linked. Another minor issue I faced was ensuring the correct version of OpenGL was installed, but after confirming my system’s compatibility, I was able to proceed smoothly.

One particular line in the sample code took me some time to understand, which was how the gWindow was set up using the GLFWwindow object. After going through the documentation and course resources, I gained a better understanding of how GLFW initializes windows and manages input. I was able to successfully change the window title to my name, and the 3D scene rendered perfectly. I now feel more comfortable with the setup and look forward to diving deeper into OpenGL programming.

A computer screen shot of a computer program

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