

CISC 4347 – Graphics Programming Fall 2012

Lab Assignment0: (10 Pts)

Due Date: Tuesday, Thursday August 30, 2012 (in class)

Topic (s): **Compiling and Executing OpenGL program on Visual Studio 2010.**

For you to write OpenGL programs in this course, you will need to get Visual Studio 2012 Pro Edition (I have a copy you can borrow) and precisely follow these steps to set up your environment:

1. Download Graphic Library Utility Toolkit (GLUT) [here](#) and unzip the files.
 - Copy glut32.dll into the system directory (C:\WINDOWS\System)
 - Copy glut.h into Visual C++ include directory (C:\Program Files\Microsoft Visual Studio 11.0\VC\include\GL) (Make sure you create the GL directory)
 - Copy glut32.lib into Visual C++ library directory (C:\Program Files\Microsoft Visual Studio 11.0\VC\lib)
 - Link you project to the GLUT\gl\glu library (on the menu bar, go to Project-> your project properties -> Configuration Properties -> Linker -> Input and add glut32.lib, glu32.lib, opengl32.lib to the list of the “Additional Dependencies”
 - Include <GL/glut.h> into your program after any other include file
2. Then write a simple OpenGL program which generates a square on a solid background with your name on the window.

A simple look-and-feel for the application is provided below.

