Assignment #1 -- OpenGL 2D

Goals

- To provide:
  - Experience in working with OpenGL/GLUT
  - An understanding of 2D primitives / attributes
  - An understanding of callback functions

The assignment

- Write a 2D OpenGL app that uses a variety of openGL calls:
  - OpenGL setup
  - Number of different primitives
  - Number of different attributes
  - Window to viewport
  - Moving from one screen to the next.

Requirements

- The app can draw whatever you like with the following requirements:
  - Must use all OpenGL calls on Web page
  - Must present a variety of images with the ability to switch between images.
- BONUS POINTS for creativity!
- Links to examples on Web site.

Submission

- Please submit all files required to build and run the app.
  - Suns -- Makefile
  - Windows -- Visual Studio project files
  - Mac -- Xcode project files
- Submission to mycourses dropbox
  - Please archive (zip, tar) before submitting
  - Please indicate platform in submission comments.

About OpenGL and GLUT

- Suns
  - header.mak file for creating makefile on Web site
  - OpenGL/GLUT not installed properly on ICL4!!!!
- Mac
  - Must include OpenGL and GLUT frameworks in Xcode
  - `#include <OpenGL/glut.h>`

About OpenGL and GLUT

- Windows
  - OpenGL is provided by graphics card vendor (e.g. /Program Files/NVIDIA Corporation).
  - Must find path on your machine and add to include path in Visual Studio
  - GLUT must be downloaded:
    - Classic GLUT: http://www.xmission.com/~nate/glut.html
    - FreeGLUT: http://freeglut.sourceforge.net/
  - Note: GLUT Path can be different than OpenGL path.
  - Contact me (early) if you have trouble with installation.

Due Dates

- Due in dropboxes:
  - September 26, 2007 at 11:59pm

- Late submissions heavily penalized

- Having trouble with the due date?
  - See me sooner rather than later.