

# CISC181: Introduction to OpenGL

Course web page:

[http://nameless.cis.udel.edu/class\\_wiki/index.php/CISC181\\_S2010](http://nameless.cis.udel.edu/class_wiki/index.php/CISC181_S2010)

# Outline

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- OpenGL & GLUT basics
  - Setting up a program
  - 2-D drawing
  - 2-D transformations
  - Applying textures to shapes

# OpenGL – What is It?

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- **GL (Graphics Library):** Library of 2-D, 3-D drawing primitives and operations
  - API for 3-D hardware acceleration
- **GLU (GL Utilities):** Miscellaneous functions dealing with camera set-up and higher-level shape descriptions
- **GLUT (GL Utility Toolkit):** Window-system independent toolkit with numerous utility functions, mostly dealing with user interface
- Course web page has links to online function references (functions from each library start with library prefix—i.e., **gl\***, **glu\***, **glut\***)