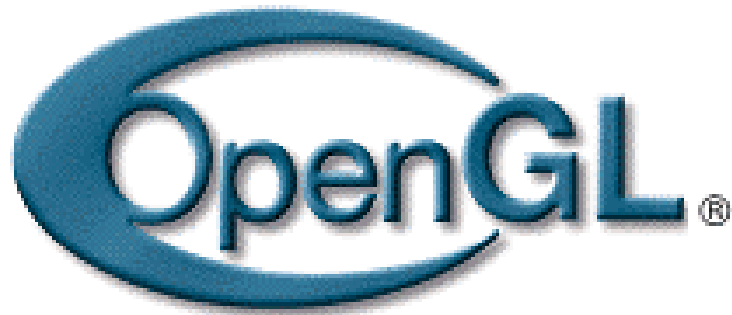




# Introduction to OpenGL and GLUT

---



**GLUT**



# What is OpenGL?

---

- An application programming interface (API)
- A (low-level) Graphics rendering API
- Generate high-quality color images composed of geometric and image primitives

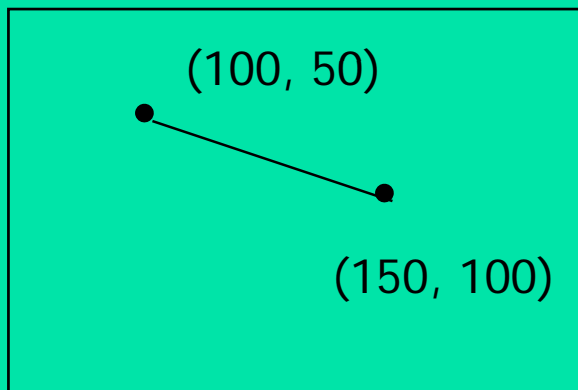
# What is OpenGL?



# Maximal Portability

- Display device independent
- Window system independent
- Operating system independent

Without a standard API (such as OpenGL) - impossible to port



Line(100,50,150,80) - device/lib 1

Moveto(100,50) - device/lib 2  
Lineto(150,100)



# OpenGL Basics

---

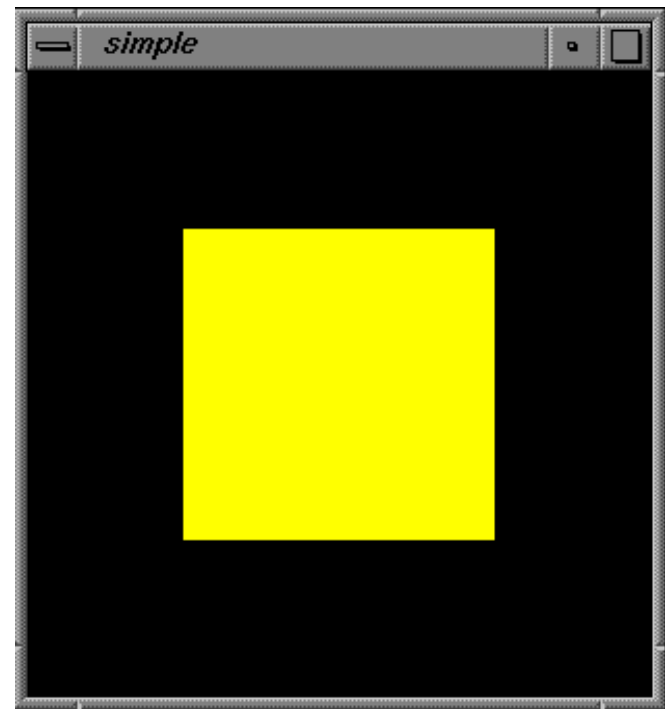


- OpenGL's primary function – **Rendering**
- Rendering? – converting geometric/mathematical object descriptions into frame buffer values
- OpenGL can render:
  - Geometric primitives
  - Bitmaps and Images (Raster primitives)

# Code Example

```
void Display()
{
    glClear(GL_COLOR_BUFFER_BIT);
    glColor4f(1,1,0,1);
    glBegin(GL_POLYGON);
        glVertex2f(-0.5, -0.5);
        glVertex2f(-0.5, 0.5);
        glVertex2f(0.5, 0.5);
        glVertex2f(0.5, -0.5);
    glEnd();
    glFlush();
}
```

....





# Specifying Geometric primitives

- Primitives are specified using

```
glBegin(primType);  
    // define your primitives here  
    ...  
glEnd();
```

- primType: GL\_POINTS, GL\_LINES, GL\_TRIANGLES,  
GL\_QUADS, ...

# Primitive Types



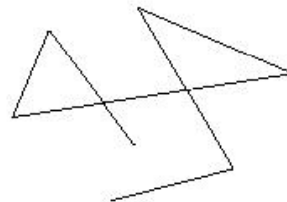
All geometric primitives are specified by vertices



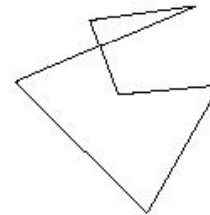
GL\_POINTS



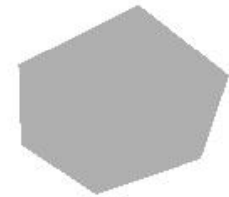
GL\_LINES



GL\_LINE\_STRIP



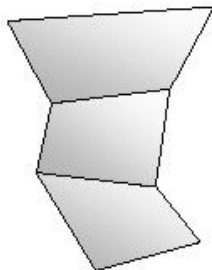
GL\_LINE\_LOOP



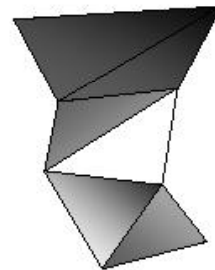
GL\_POLYGON



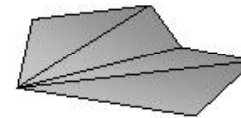
GL\_QUADS



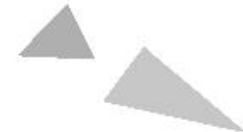
GL\_QUAD\_STRIP



GL\_TRIANGLE\_STRIP

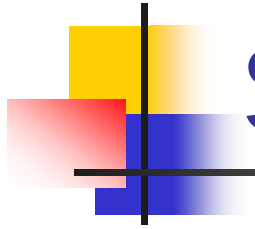


GL\_TRIANGLE\_FAN



GL\_TRIANGLES

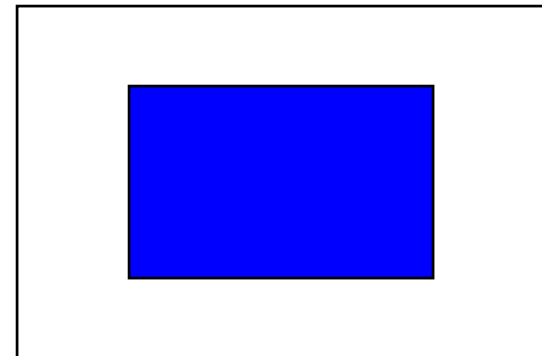




# Sample Example



```
Void DrawQuad(GLfloat color[])  
{  
    glColor3f(0,0,1);  
    glBegin(GL_QUADS);  
        glVertex2f(0,0);  
        glVertex2f(1.0, 0,0);  
        glVertex2f(1.0, 1.0);  
        glVertex2f(0.0, 1.0);  
    glEnd();  
}
```



# OpenGL Command Formats



glVertex2f(x, y)

Add 'v' for vector form

glVertex2fv(v)

number of  
Components/  
Dimensions

2 – (x,y)

3 – (x,y,z)

4 – (x,y,z,w) or  
(r,g,b,a)

B – byte

ub – unsigned byte

s – short

us – unsigned short

i – int

ui – unsigned int

f – float

d – double

# Shape Example



The screenshot shows a window titled "tShapes" with two panes. The left pane, labeled "Screen-space view", displays a 2D coordinate system with x and y axes ranging from 0 to 200. A shaded quadrilateral is drawn in the first quadrant, with vertices at (0,0), (175,200), (125,100), and (50,150). The right pane, labeled "Command manipulation window", contains the following OpenGL code:

```
glBegin (GL_TRIANGLE_STRIP);  
glColor3f ( 1.00 , 0.00 , 1.00 );  
glVertex2f ( 0.0 , 25.0 );  
glColor3f ( 0.00 , 1.00 , 1.00 );  
glVertex2f ( 50.0 , 150.0 );  
glColor3f ( 0.00 , 1.00 , 0.00 );  
glVertex2f ( 125.0 , 100.0 );  
glColor3f ( 1.00 , 1.00 , 0.00 );  
glVertex2f ( 175.0 , 200.0 );  
glEnd();
```

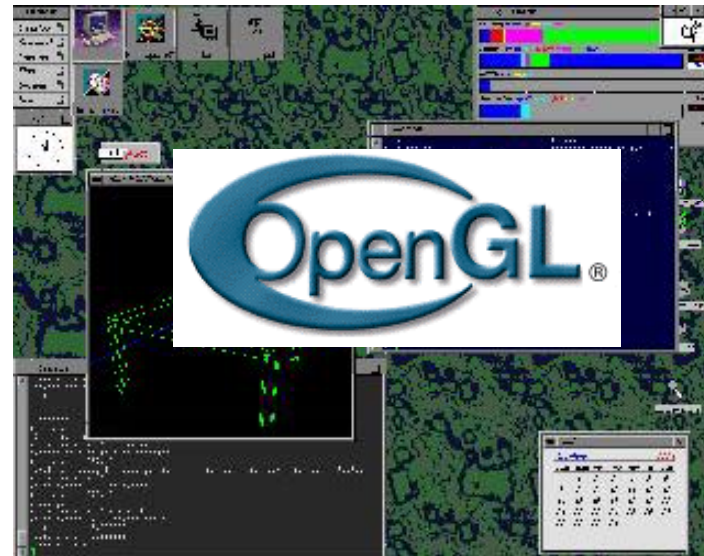
# Window-based programming

- Most of the modern graphics systems are window-based

## Non-window based environment

```
Microsoft(R) Windows NT(TM)  
(C) Copyright 1985-1998 Microsoft Corp.  
Z:\>_
```

## Window based environment





# Window system independent

---

- OpenGL is window system independent
  - No window management functions – create windows, resize windows, event handling, etc
  - This is to ensure the application's portability
  - Create some headache though – just a pure OpenGL program won't work anywhere.



# More APIs are needed

---

- X window system: GLX
- Apple Macintosh: AGL
- Microsoft Windows: WGL

These libraries provide complete functionality to create Graphics User Interface (GUI) such as sliders, buttons, , menus etc.

**Problem – you need to learn and implement them all to write a true portable software**



## Use GLUT (OpenGL Utility Toolkit)

---

- For fast prototyping, we can use GLUT to interface with different window systems
- GLUT is a window independent API – programs written using OpenGL and GLUT can be ported to X windows, MS windows, and Macintosh with no effort
- GLUT does not contain all the bells and whistles though (no sliders, no dialog boxes, no menu bar, etc)



# GLUT Basics

---

**GLUT**

## Program Structure

1. Configure and open window (GLUT)
2. Initialize OpenGL (Optional)
3. Register input callback functions (GLUT)
  - Render
  - Resize
  - Input: keyboard, mouse, etc
4. Enter event processing loop (GLUT)





# Sample Program

---

**GLUT**

```
#include <GL/glut.h>
#include <GL/gl.h>
```

```
Void main(int argc, char** argv)
{
    int mode = GLUT_RGB|GLUT_SINGLE;
    glutInitDisplayMode(mode);
    glutInitWindowSize(500,500);
    glutCreateWindow(argv[0]);
    init();
    glutDisplayFunc(display);
    glutKeyboardFunc(key);
    glutMainLoop();
}
```



# Sample Program

---

# GLUT

```
#include <GL/glut.h>
#include <GL/gl.h>
```

```
Void main(int argc, char** argv)
{
    int mode = GLUT_RGB|GLUT_SINGLE;
    glutInitDisplayMode(mode);
    glutInitWindowSize(500,500);
    glutCreateWindow( "Simple" );
    init();
    glutDisplayFunc(display);
    glutKeyboardFunc(key);
    glutMainLoop();
}
```

← **Specify the display  
Mode – RGB or color  
Index, single or double  
Buffer**



# Sample Program

---

# GLUT

```
#include <GL/glut.h>
#include <GL/gl.h>
```

```
Void main(int argc, char** argv)
{
    int mode = GLUT_RGB|GLUT_SINGLE;
    glutInitDisplayMode(mode);
    glutInitWindowSize(500,500);
    glutCreateWindow( "Simple" );
    init();
    glutDisplayFunc(display);
    glutKeyboardFunc(key);
    glutMainLoop();
}
```

← **Create a window  
Named "simple"  
with resolution  
500 x 500**



# Sample Program

---

# GLUT

```
#include <GL/glut.h>
#include <GL/gl.h>
```

```
Void main(int argc, char** argv)
{
    int mode = GLUT_RGB|GLUT_SINGLE;
    glutInitDisplayMode(mode);
    glutInitWindowSize(500,500);
    glutCreateWindow( "Simple" );
    init();
    glutDisplayFunc(display);
    glutKeyboardFunc(key);
    glutMainLoop();
}
```

← **Your OpenGL initialization code (Optional)**



# Sample Program

---

# GLUT

```
#include <GL/glut.h>
#include <GL/gl.h>
```

```
Void main(int argc, char** argv)
{
    int mode = GLUT_RGB|GLUT_SINGLE;
    glutInitDisplayMode(mode);
    glutInitWindowSize(500,500);
    glutCreateWindow( "Simple" );
    init();
    glutDisplayFunc(display);
    glutKeyboardFunc(key);
    glutMainLoop();
}
```

← **Register your call back functions**



# Callback functions?

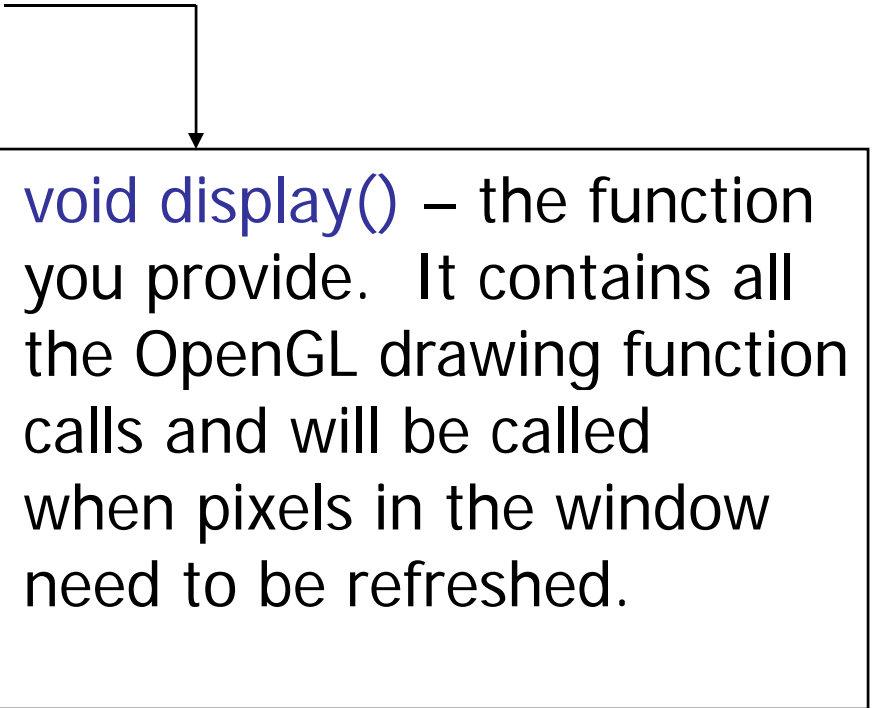
---

**GLUT**

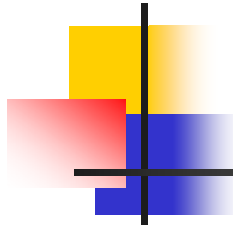
- Most of window-based programs are **event-driven**
  - which means do nothing until an event happens, and then execute some pre-defined functions
- Events – key press, mouse button press and release, window resize, etc.

## glutDisplayFunc(void (\*func)(void) )

```
Void main(int argc, char** argv)
{
    ...
    glutDisplayFunc(display);
    ...
}
```

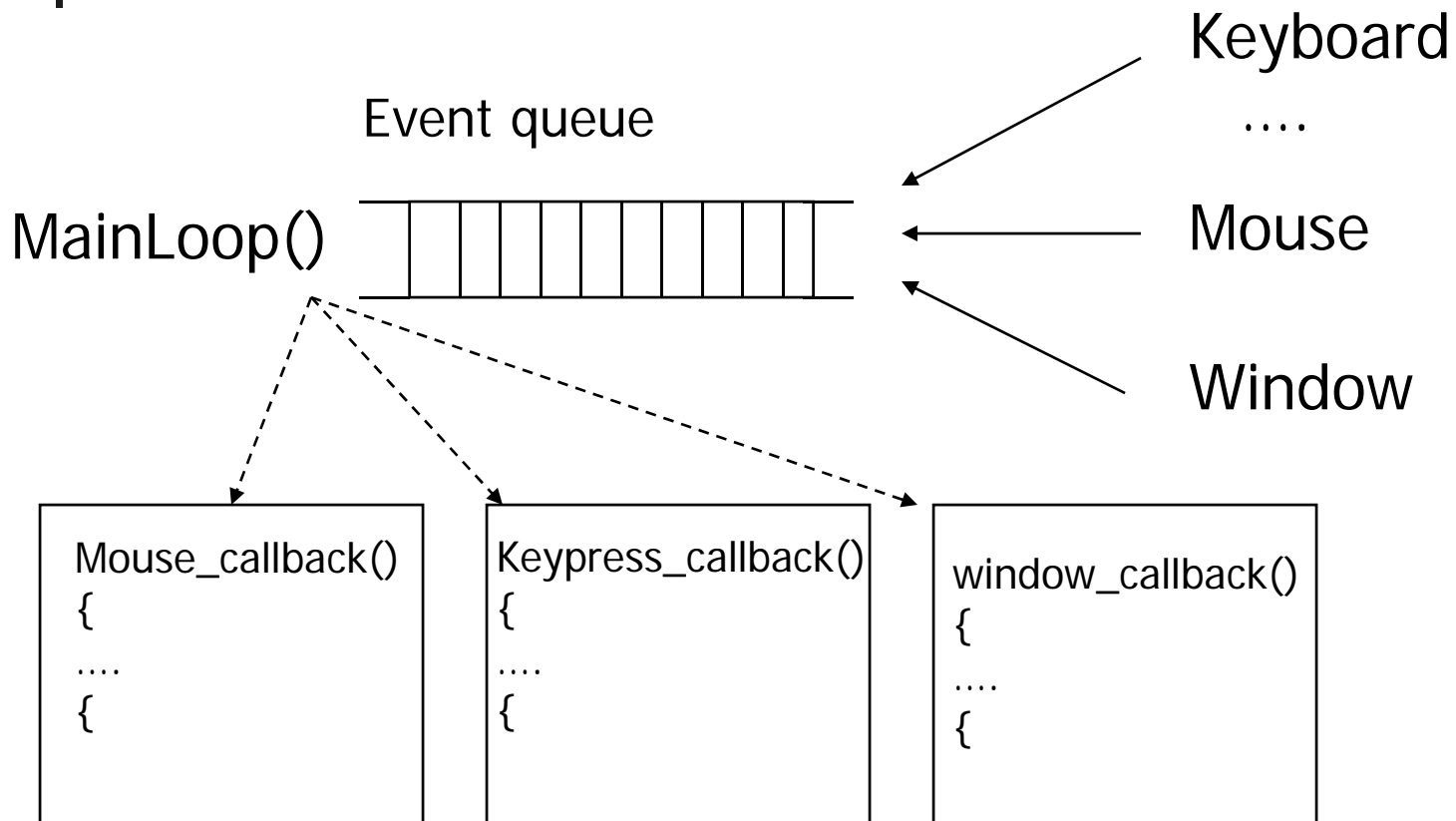


`void display()` – the function you provide. It contains all the OpenGL drawing function calls and will be called when pixels in the window need to be refreshed.



# Event Queue

**GLUT**







## And many more ...

---

**GLUT**

- `glutKeyboardFunc()` – register the callback that will be called when a key is pressed
- `glutMouseFunc()` – register the callback that will be called when a mouse button is pressed
- `glutMotionFunc()` – register the callback that will be called when the mouse is in motion while a button is pressed
- `glutIdleFunc()` – register the callback that will be called when nothing is going on (no event)



# glutMainLoop()

# GLUT

```
#include <GL/glut.h>
#include <GL/gl.h>
```

```
Void main(int argc, char** argv)
{
    int mode = GLUT_RGB|GLUT_SINGLE;
    glutInitDisplayMode(mode);
    glutInitWindowSize(500,500);
    glutCreateWindow( "Simple" );
    init();
    glutDisplayFunc(display);
    glutReshapeFunc(resize);
    glutKeyboardFunc(key);
    glutMainLoop();
}
```

← The program goes into a infinite loop waiting for events