

Introduction to OpenGL and GLUT

OpenGL: History

- OpenGL: An open source implementation of IRIS GL
- IRIS GL developed by Silicon Graphics Incorporated (SGI).
- Read about History of OpenGL at https://www.opengl.org/wiki/History_of_OpenGL

GLUT: OpenGL Utility Toolkit

- Enables cross-platform, OpenGL programming in a graphical environment on window-based systems such as X windows, OSX, and Microsoft Windows.
- Contains window resizing and mouse click events. May also contain graphical widgets for GUI.

GLUT implementations

- Freeglut linked at <http://sourceforge.net/projects/freeglut/>
- GLUI at <http://sourceforge.net/projects/glui/>
- Simple DirectMedia Layer linked at <http://www.libsdl.org/>
- Fast Light Toolkit linked at <http://www.fltk.org/index.php>
- For more GLUT implementations, see the link:
<https://www.opengl.org/resources/libraries/windowtoolkits/>