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-Project menu, Settings entry -In Object/library modules move to the end of the line and add glui32.lib glut32.lib glu32.lib opengl32.lib (separated by spaces from last entry and each other) -In Project Options, scroll down to end of box and add same set of .lib files

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Since then co-teaching courses in computer graphics at the University of Massachusetts and co-authoring Computer Graphics using OpenGL, 3rd Edition. Stephen Kelley recently graduated from the University of Massachusetts with a degree in Interactive Multimedia and Computer Graphics along with a minor in Information Technology.

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This is an excellent first book on Computer graphics using OpenGL - very accessible and enjoyable at the same time, with a good breadth of coverage as well. I took a course under Prof. Hill while he was a visiting Prof. at the Indian Institute of Science, which used the draft of this book.

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