



Tutorium

Computergraphik

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Install QtCreator

- Windows (& Mac (?))
 - Browse to qt.io -> Download -> Open Source
 - Double click -> follow instructions
- Linux
 - Use package manager (!)
 - If your OS has no package for QtCreator
 - Browse to qt.io -> Download -> Open Source
 - "chmod +x qt*.run" (or mark as executable in file properties)
 - "./qt*.run"
 - Install OpenGL development library over package manager (libgl-dev in Debian-based OS)

Compile & Run Sample Qt Project

- Browse to cgvr.informatik.uni-bremen.de/teaching/cg1_1819
- Download OpenGL-"Hello World"
- Open project file "example.pro" in QtCreator
- Press Run

- Windows
 - Browse to gitforwindows.org -> Download
- Linux
 - Install git over package manager
- Register/Login at GitLab (gitlab.informatik.uni-bremen.de)
 - Create repository and share it with us (with push access)
 - mkalusch
 - toni