The OpenGL Mathematics (GLM) Library

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The Most Useful GLM Variables, Operations, and Functions

Why are we even talking about this?

The OpenGL overlords have “deprecated” some of the OpenGL functions we have been using to perform transformations. In the desktop world, it means that the use of such functions is discouraged. In Vulkan and in the mobile world of OpenGL-ES, it means those functions are gone. You might as well become familiar with how to live without them. So, instead of saying:

```c
    gluLookAt( 0., 0., 3.,     0., 0., 0.,     0., 1., 0. );
    glRotatef( (GLfloat)Yrot, 0., 1., 0. );
    glRotatef( (GLfloat)Xrot, 1., 0., 0. );
    glScalef( (GLfloat)Scale, (GLfloat)Scale, (GLfloat)Scale );
```

in OpenGL, you would say:

```c
    glm::mat4 modelview;
    glm::vec3 eye(0.,0.,3.);
    glm::vec3 look(0.,0.,0.);
    glm::vec3 up(0.,1.,0.); modelview = glm::lookAt( eye, look, up );
    modelview = glm::rotate( modelview, glm::vec3(0,1.,0. ) );
    modelview = glm::scale( modelview, glm::vec3(1,1.,1.) );
    glmMultMatrixf( glm::value_ptr( modelview ) );
```

Exactly the same concept, but a different expression of it. Read on for details …

What is GLM?

GLM is a set of C++ classes and functions to fill in the programming gaps in writing the basic vector and matrix mathematics for OpenGL applications. GLM isn’t really a library – it is all specified in *.hpp header files so that it gets compiled in with your source code.

You can find it at: http://glm.g-truc.net/0.9.8.5/

You invoke GLM like this:

```c
    #define    GLM_FORCE_RADIANS
    #include <glm/glm.hpp>
    #include <glm/gtc/matrix_transform.hpp>
```

Or, you can #include only the specific GLM .hpp files you need.

If GLM is not installed in a system place, put it somewhere you can get access to. Later on, these notes will show you how to use it from there.

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// constructor:
glm::mat4( );
glm::vec4( ); // identity matrix
glm::vec3( );

// multiplications:
glm::mat4
* glm::mat4
glm::mat4
* glm::vec4( glm::vec3, 1. ) // promote vec3 to a vec4 via a constructor

GLM recommends that you use the “glm::” syntax and not use “using namespace” syntax because they have not made any effort to create unique function names

// emulating OpenGL transformations with concatenation:
glm::mat4 glm::rotate( glm::mat4 const & m, float angle, glm::vec3 const & axis );
glm::mat4 glm::scale( glm::mat4 const & m, glm::vec3 const & factors );

/*
   glm::mat4 glm::translate( glm::mat4 const & m, glm::vec3 const & translation );
*/
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// viewing volume (assign, not concatenate):
glm::mat4 glm::ortho( float left, float right, float bottom, float top, float near, float far );
glm::mat4 glm::ortho( float left, float right, float bottom, float top );

 glm::mat4 glm::frustum( float left, float right, float bottom, float top, float near, float far );
 glm::mat4 glm::perspective( float fovy, float aspect, float near, float far );

// viewing (assign, not concatenate):
glm::mat4 glm::lookAt( glm::vec3 const & eye, glm::vec3 const & look, glm::vec3 const & up );

// loading matrices into opengl:
glLoadMatrix( glm::value_ptr( glm::mat4 ) );
glUniformMatrix4fv( Location, 1, GL_FALSE, glm::value_ptr( glm::mat4 ) );

Installing GLM into your own space

I like to just put the whole thing under my Visual Studio project folder so I can zip up a complete project and give it to someone else.

Here’s what that GLM folder looks like

Telling Linux about where the GLM folder is

"minus-capital-eye-period" means "also look for the < > includes in this same folder"
Instead of the period, you can list a full or relative pathname.
A *period*, indicating that the project folder should also be searched when a #include `<xxx>` is encountered. If you put it somewhere else, enter that full or relative path instead.

Using Transformations OpenGL-style, like in the sample.cpp Program

```cpp
#include <GL/glut.h>
#include <GL/glext.h>
#include <GL/glu.h>
```

```cpp
// convert degrees to radians:
const float D2R = M_PI/180.f; // 0.01745…
```

```cpp
// place the objects into the scene:
gluLookAt( 0., 0., 3., 0., 0., 0., 0., 1., 0. );
```

```cpp
// rotate the scene:
glRotatef( GLfloat)Yrot, 0., 1., 0.;
glRotatef( GLfloat)Xrot, 1., 0., 0.;
```

```cpp
// uniformly scale the scene:
if( Scale < MINSIZE )
    Scale = MINSIZE;
gScalef( GLfloat)XScale, (GLfloat)YScale, (GLfloat)ZScale );
```

Using Transformations GLM-style, I

```cpp
#include <glm/vec3.hpp>
#include <glm/mat4x4.hpp>
#include <glm/gtc/matrix_transform.hpp>
#include <glm/gtc/type_ptr.hpp>
```

```cpp
// convert degrees to radians:
const float D2R = M_PI/180.f; // 0.01745…
```

```cpp
// place the objects into the scene:
glMatrixMode( GL_PROJECTION );
gLoadIdentity( );
glm::mat4 projection;
if( WhichProjection == ORTHO )
    projection = glm::ortho( -3., 3., -3., 3., 0.1, 1000. );
else
    projection = glm::perspective( D2R*90., 1., 0.1, 1000. );
// apply the projection matrix:
gMult( glm::value_ptr( projection ) );
```
Using Transformations GLM-style, II

```cpp
// place the objects into the scene:
glMatrixMode( GL_MODELVIEW );
glLoadIdentity( );

// set the eye position, look-at position, and up-vector:
glm::vec3 eye(0.,0.,3.);
glm::vec3 look(0.,0.,0.);
glm::vec3 up(0.,1.,0.);
glm::mat4 modelview = glm::lookAt( eye, look, up );

// rotate the scene (warning -- unlike OpenGL’s glRotatef, GLM’s rotate method takes angles in radians):
modelview = glm::rotate( modelview, D2R*Yrot, glm::vec3(0.,1.,0.) );
modelview = glm::rotate( modelview, D2R*Xrot, glm::vec3(1.,0.,0.) );

// uniformly scale the scene:
if( Scale < MINSCALE )
    Scale = MINSCALE;
modelview = glm::scale( modelview, glm::vec3(Scale,Scale,Scale) );

// apply the modelview matrix:
    glMultMatrixf( glm::value_ptr( modelview ) );
```

GLM for Vulkan

```cpp
// set the view matrix:
glm::vec3 eye(0.,0.,3.);
glm::vec3 look(0.,0.,0.);
glm::vec3 up(0.,1.,0.);
glm::mat4 view = glm::lookAt( eye, look, up );

glm::mat4 model(); // identity
model = glm::rotate( modelview, D2R*Yrot, glm::vec3(0.,1.,0.) );
model = glm::rotate( modelview, D2R*Xrot, glm::vec3(1.,0.,0.) );

glm::mat4 projection = glm::perspective( D2R*90., 1., 0.1, 1000. );
projection[1][1] *= -1.; // Vulkan’s projected Y is inverted from OpenGL.
```