The OpenGL Mathematics (GLM) Library

Oregon State University
Mike Bailey
mjb@cs.oregonstate.edu

This work is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License

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:
#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.

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 the Vulkan and 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:
gluLookAt( 0., 0., 3.,     0., 0., 0.,     0., 1., 0. );
gluScalef( (GLfloat)Scale, (GLfloat)Scale, (GLfloat)Scale );
gluRotationf( (GLfloat)Yrot, 0., 1., 0. );
gluRotationf( (GLfloat)Xrot, 1., 0., 0. );
for OpenGL, you would now say:
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, D2R*Yrot, glm::vec3(0.,1.,0.) );
modelview = glm::rotate( modelview, D2R*Xrot, glm::vec3(1.,0.,0.) );
modelview = glm::scale( modelview, glm::vec3(Scale,Scale,Scale) );

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

The Most Useful GLM Variables, Operations, and Functions

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.

If constructor:
glm::mat4( 1. ); // identity matrix

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

If multiplication – the * operator has been overloaded:
glm::mat4 * glm::mat4
glm::mat4 * glm::vec4
 glm::mat4 * glm::vec3( glm::vec3, 1. ) // promote vec3 to a vec4 via a constructor

If 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 );

The Most Useful GLM Variables, Operations, and Functions

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

```
p++ ... -I ...
```

"minus-capital-eye-period" means "also look for the < > includes in this folder"

Instead of the period, you can list a full or relative pathname.

Telling Visual Studio about where the GLM folder is

1. 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

Using Transformations, GLM-style, I

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

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

...
Using Transformations, GLM-style, II

// 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));

Passing GLM Matrices into a Vertex Shader

uniform mat4 projectionMatrix;
uniform mat4 viewMatrix;
uniform mat4 modelMatrix;
mat4 PVM = projectionMatrix * viewMatrix * modelMatrix;
gl_Position = PVM * gl_Vertex;

In the shader:

In the C/C++ program:

GLM for Vulkan

glm::mat4 projection = glm::perspective(D2R*90., 1., 0.1, 1000.);

if Vulkan's projected Y is inverted from OpenGL's
projection[1][1] *= -1.;

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

Pattern->Use();
Pattern->SetUniformVariable("projectionMatrix", projection);
Pattern->SetUniformVariable("viewMatrix", view);
Pattern->SetUniformVariable("modelMatrix", model);