The OpenGL Mathematics (GLM) Library
What is GLM?

GLM is a set of C++ classes and functions that fill in the programming gaps in writing the basic vector and matrix mathematics for computer graphics applications.

GLM isn’t a library – it is all specified in *.hpp header files that get compiled in with your source code.

You can find GLM at:  
[http://glm.g-truc.net/0.9.8.5/](http://glm.g-truc.net/0.9.8.5/)
or you can get a zip file of it on our Class Resources page.

You typically use GLM by putting these lines at the top of your program:

```cpp
#define    GLM_FORCE_RADIANS
#include "glm/vec2.hpp"
#include "glm/vec3.hpp"
#include "glm/mat4x4.hpp"
#include "glm/gtc/matrix_transform.hpp"
#include "glm/gtc/matrix_inverse.hpp"
#include "glm/gtc/type_ptr.hpp"
```
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 );
```

for OpenGL, you would now say:

```cpp
    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) );
    glMultMatrixf( glm::value_ptr( modelview ) );
```

Exactly the same concept, but a different expression of it. Read on for details …
The Most Useful GLM Variables, Operations, and Functions

// constructor:

glm::mat4( 1. ); // identity matrix
glm::vec4();
glm::vec3();

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

// multiplications – the * operator has been overloaded:

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

// 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

// 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:

GLuint LoadMatrix( glm::value_ptr( glm::mat4 ) );

GLuint UniformMatrix4fv( 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

```
g++ ... -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. Refresh Project Toolbox Items

2. Set as Source Project
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

```c
glMatrixMode( GL_PROJECTION );
glLoadIdentity( );
if( WhichProjection == ORTHO )
    glOrtho( -3., 3., -3., 3., 0.1, 1000. );
else
    gluPerspective( 90., 1., 0.1, 1000. );

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

// set the eye position, look-at position, and up-vector:
gluLookAt( 0., 0., 3., 0., 0., 0., 0., 1., 0. );

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

// uniformly scale the scene:
if( Scale < MINScale )
    Scale = MINScale;
glScalef( (GLfloat)Scale, (GLfloat)Scale, (GLfloat)Scale );
```
#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…

... 

glMatrixMode( GL_PROJECTION );
glLoadIdentity( );
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:
glMultMatrixf( glm::value_ptr( projection ) );
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

In the shader:

```glsl
uniform mat4 projectionMatrix;
uniform mat4 viewMatrix;
uniform mat4 modelMatrix;

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

In the C/C++ program:

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

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

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

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.));