German University in Cairo
Department of Computer Science
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DMET 502 - Computer Graphics

Lab 2

Transformations and animations in OpenGL:

```
glTranslated(translateX, translateY, translateZ);
```

adds translateX to x coordinate value

adds translateY to y coordinate value

adds translateZ to z coordinate value

glTranslated → d is double

glTranslatef → f is float

```
glScaled(scaleX, scaleY, scaleZ);
```

multiplies each value with the corresponding coordinate

cannot be zero

```
glRotated(angle, xaxis, yaxis, zaxis);
```

rotate by an angle about a certain axis

```
glPushMatrix();
```

starts pushing the objects and the transformations onto a stack

```
glPopMatrix();
```

pops the elements from bottom to top. The stack is used for grouping objects and transformations.

```
glutIdleFunc(anim);
```

continuous animation function

```
glutPostRedisplay();
```

refreshing the display to see the new changes