

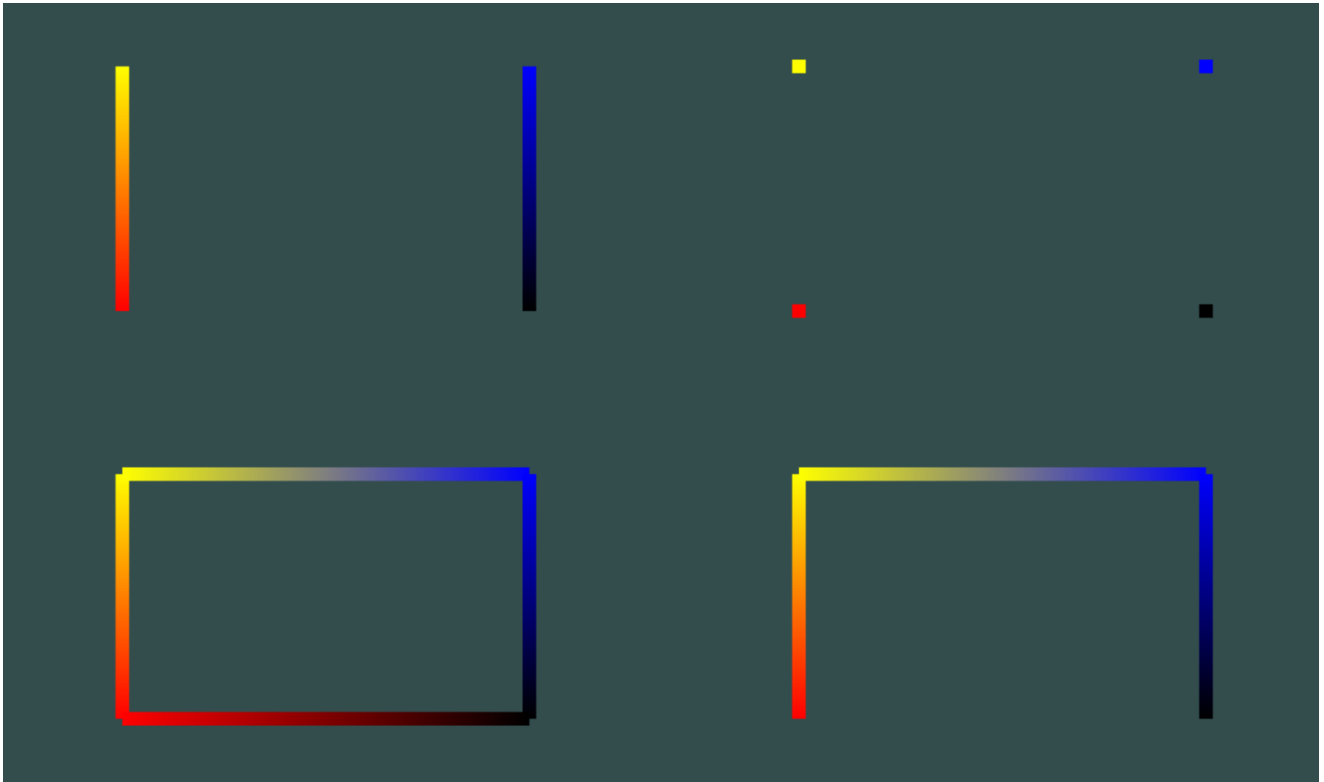
# Curs 2 - Primitive

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Exemplele se gasesc in `include/fmi/02-*`

## Moduri de desenare pentru linii

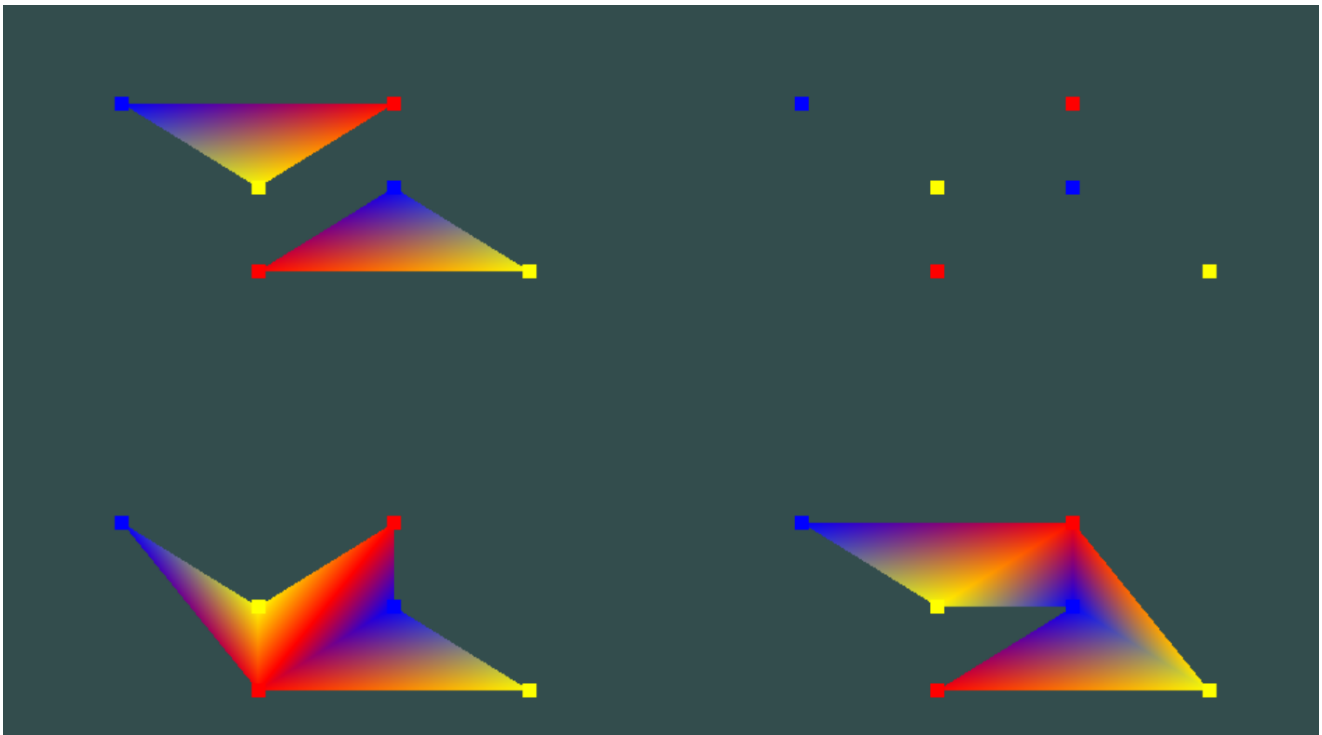
`include/fmi/02-01-lines/LineApp.h`



- dreapta sus: GL\_POINTS
- stanga sus: GL\_LINES
- stanga jos: GL\_LINE\_LOOP
- dreapta jos: GL\_LINE\_STRIP

## Moduri de desenare pentru triunghiuri

`include/fmi/02-02-triangles/TriangleApp.h`



- dreapta sus: GL\_POINTS
- stanga sus: GL\_TRIANGLES
- stanga jos: GL\_TRIANGLE\_FAN
- dreapta jos: GL\_TRIANGLE\_STRIP