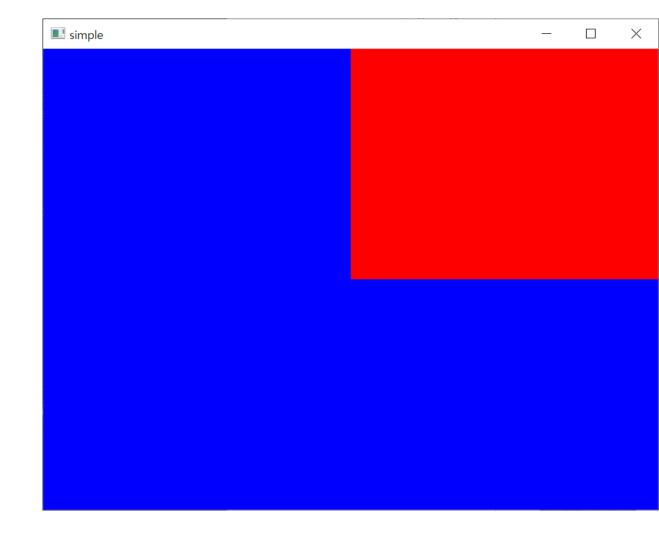


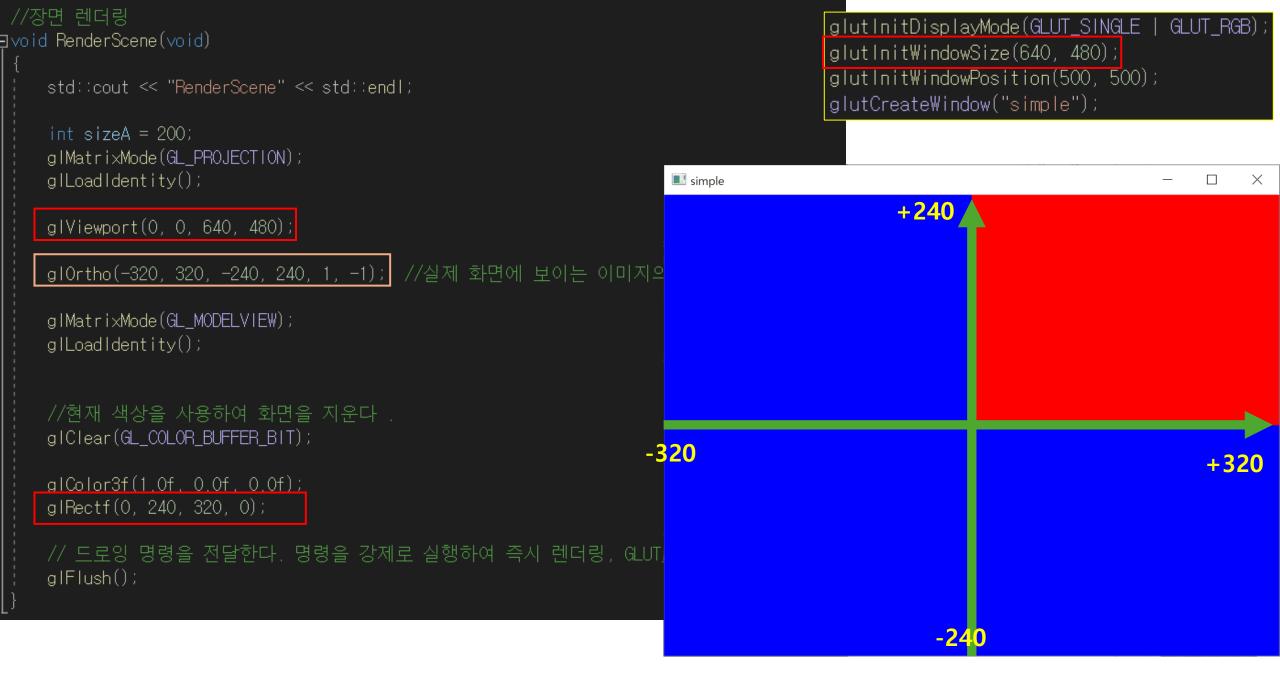


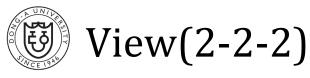
View(2-2-2)

- ■해보자
 - viewport는 window size와 동일하게..
 - glRectf(0, 240, 320, 0)으로..
- glOrtho()를 수정

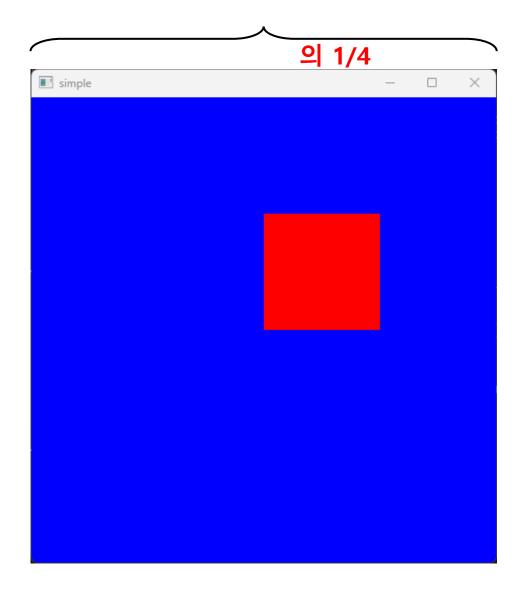
```
glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
glutInitWindowSize(640, 480);
glutInitWindowPosition(500, 500);
glutCreateWindow("simple");
```







- fixed
 - glutInitWindowSize(500, 500)
 - glViewport(0, 0, 500, 500)
 - glOrtho(0, 500, 0, 500, 1, -1)
- glRectf()를 수정하여 다음 출력을 만드시오



View(2-2-2)

solution

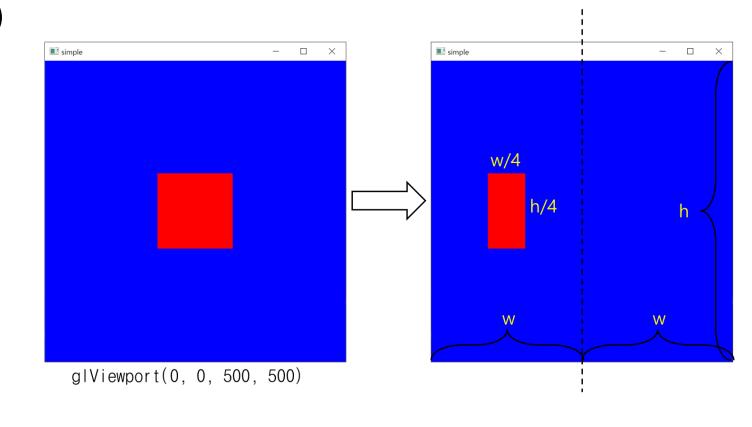
• glRectf(250, 375, 375, 250)

WIND TO SERVICE TO BE

View(2-2-2)

- fixed
 - glRectf(-0.25f, 0.25f, 0.25f, -0.25f)
 - glutInitWindowSize(500, 500)
 - gIOr tho(-1, 1, -1, 1, 1, -1)

■glViewport()를 수정하여 다음 출력을 만드시오

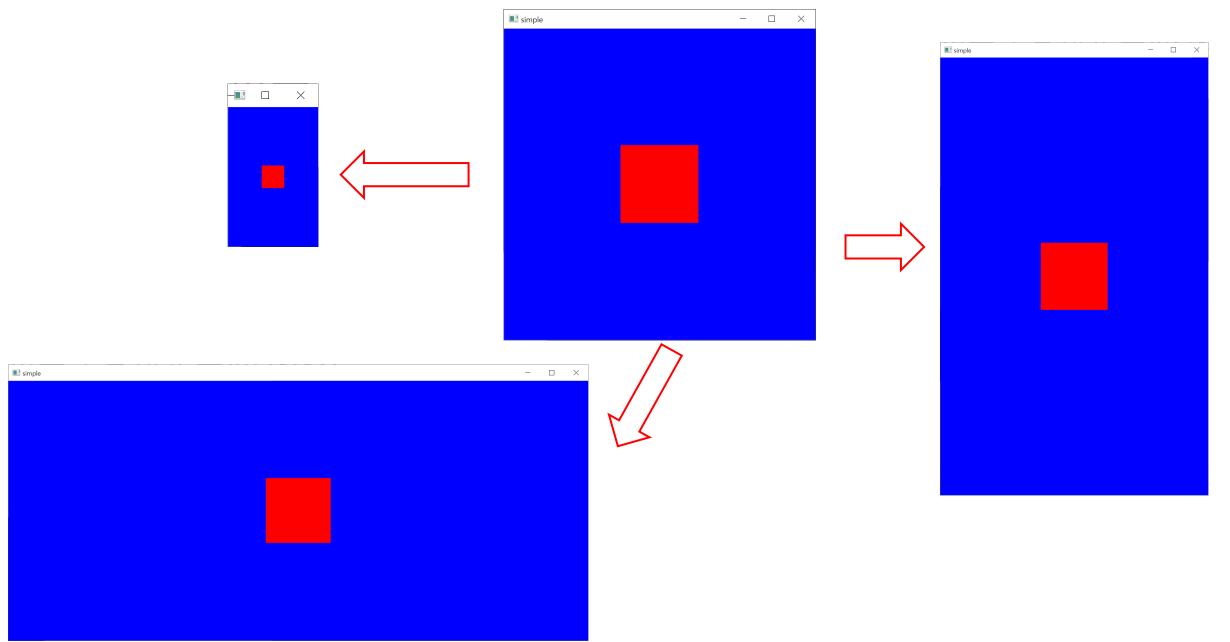


View(2-2-2)

- solution
 - glViewport(0, 0, 250, 500)으로 변경



창 크기변화에 따른 모델 비율 유지(2-2-3)





👼 창 크기변화에 따른 모델 비율 유지(2-2-3)

■ How?

• gl0rtho()를 잘 컨트롤 하면...

■해보자