

Index Buffer OpenGL Exercises

Victor Gordan

1 Easy Difficulty

This only requires the change of a few variables!

Exercise 1. Draw a square using 4 vertices and 6 indices

Hint: create comments so you know which coordinate is which

Solutions

The image shows the solution to the exercise

```
Ex1.1

84 // Vertices coordinates
85 GLfloat vertices[] =
86 {
87     -0.5f, -0.5f, 0.0, // Lower left corner
88     -0.5f, 0.5f, 0.0, // Upper left corner
89     0.5f, 0.5f, 0.0, // Upper right corner
90     0.5f, -0.5f, 0.0 // Lower right corner
91 };
92
93 // Indices for vertices order
94 GLuint indices[] =
95 {
96     0, 1, 2, // Upper left triangle
97     2, 3, 0 // Lower right triangle
98 };
...
147 glDrawElements(GL_TRIANGLES, 6, GL_UNSIGNED_INT, 0);
```