Lecture 21-9-17

OpenGL needed

glPushAttrib(GL\_ALL\_ATTRIB\_BITS);

polygommode (GL\_front\_and\_back)//???

glBegin(GL\_POINTS);

glColor(0.0, 1.0, 1.0) //paars

for (int i = 0; i<m.triangles.size();++i){

int i0=m.triangles[i].v[0];

int i1=m.triangles[i].v[1];

int i2=m.triangles[i].v[2];

Vertex v0 = m.vertices[i0];

Vertex v1 = m.vertices[i1];

Vertex v2 = m.vertices[i2];

Vec3Df p0=v0.p;

Vec3Df p1=v1.p;

Vec3Df p2=v2.p; //p2[0] for acces the first element of p2

Vec3Df middlePoint = (p0+p1+p2)/3.0

glVertex3f(middlePoint[0],middlePoint[1], middlePoint[2]);

Vec3DF normal = Vec3Df::crossProduct(p2-p0,p1-p0); //wissel p2 en p0 en p1 en p0 voor niet binnenste buiten

Normal.normalize();

Vec3Df endpoint = middlePoint+normal\*0.03;

glVertex3f(endpoint[0], endpoint[1], endpoint[2]);

}

…

glPopAttrib();

glEnd()

main.cpp:

reshape -> gluperspective modify for better zoom if needed