

Primitivas

Desenha Círculo

Externo



raio

Interno

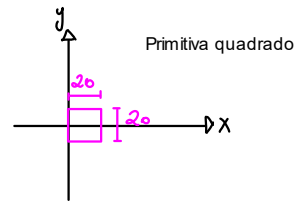


$\text{raio} * 0.85 < \text{raio}$

Resultado



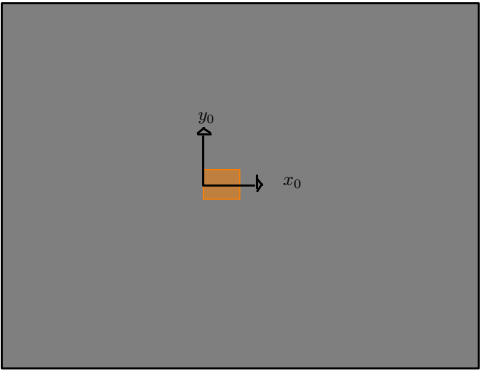
Desenha Quadrado



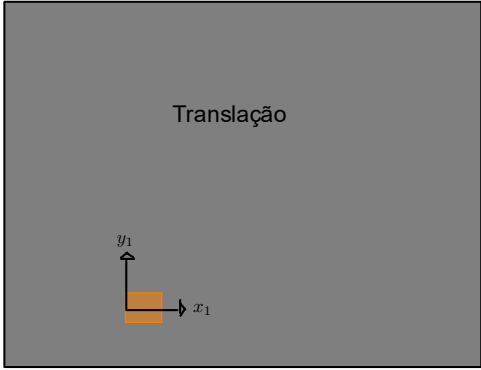
Transformações de Coordenadas

BASE

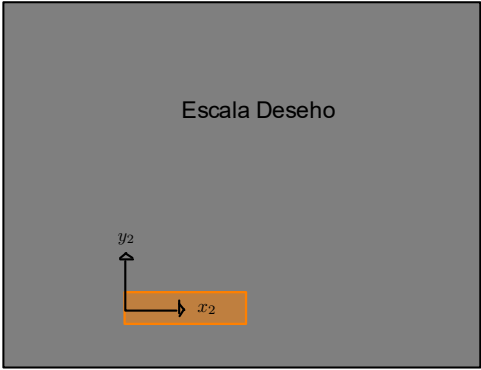
Janela



Janela

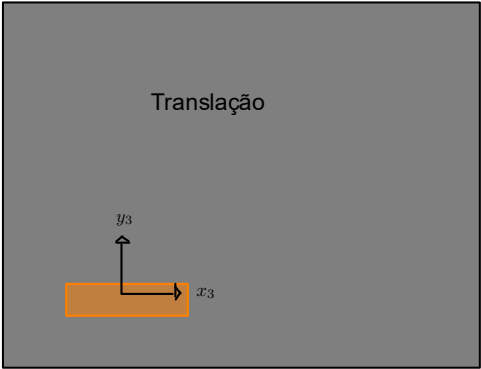


Janela

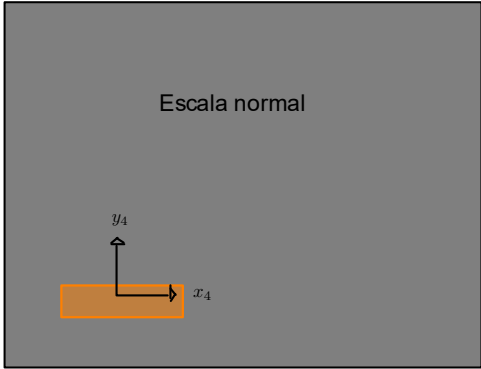


Membro 1

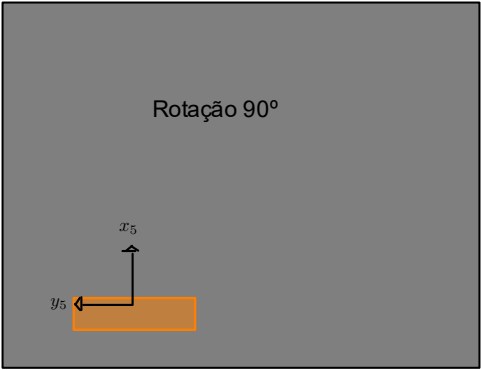
Janela



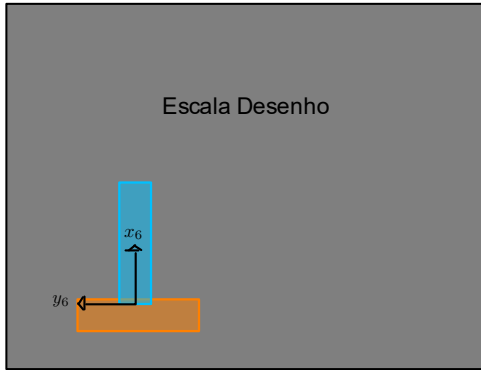
Janela



Janela

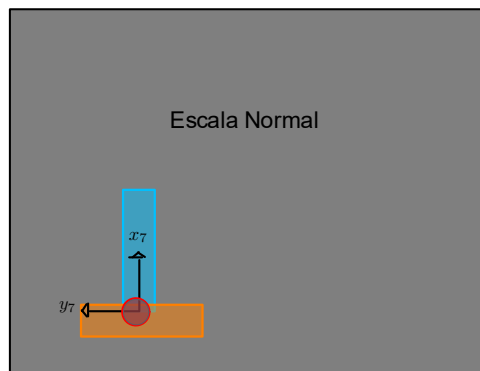


Janela



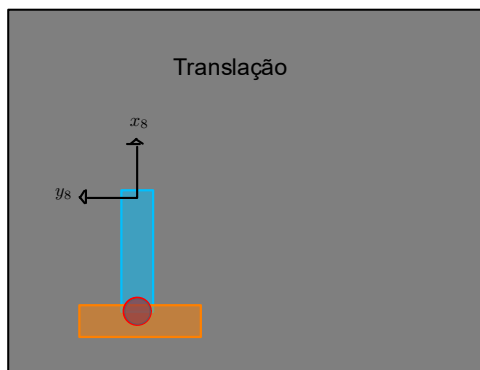
Junção 1

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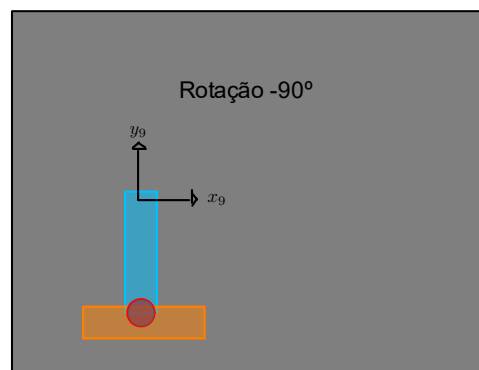


Membro 2

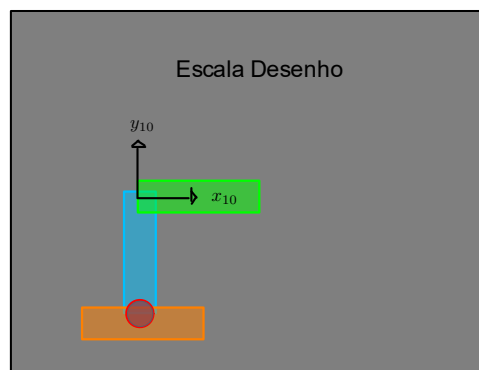
Janela



Janela

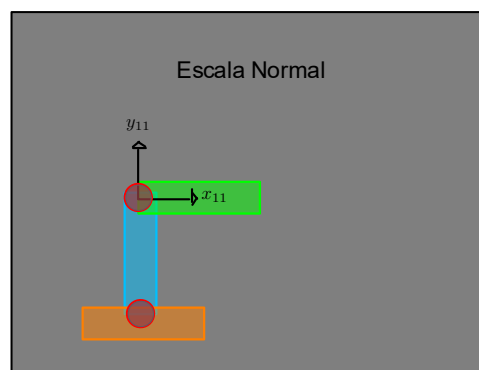


Janela



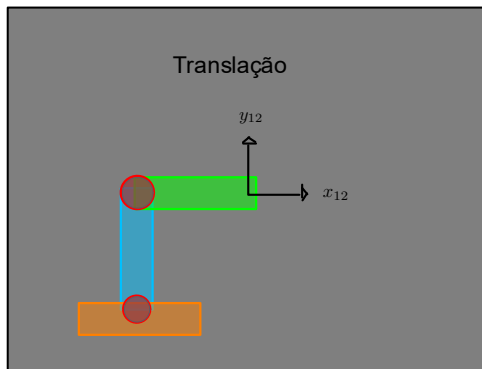
Junção 2

Janela

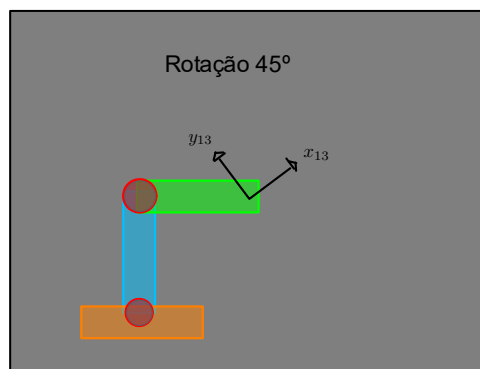


Membro 3

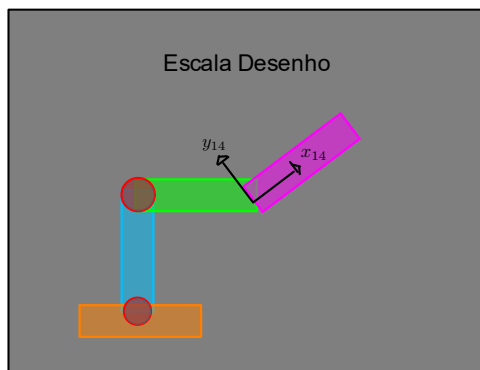
Janela



Janela

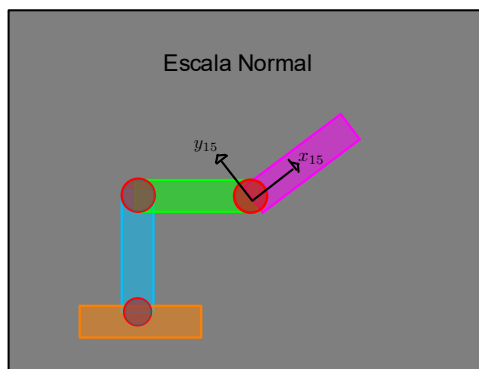


Janela



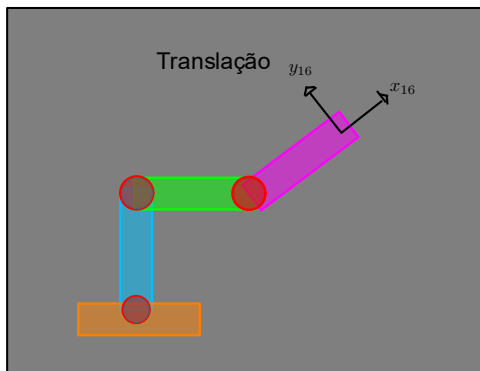
Junção 3

Janela

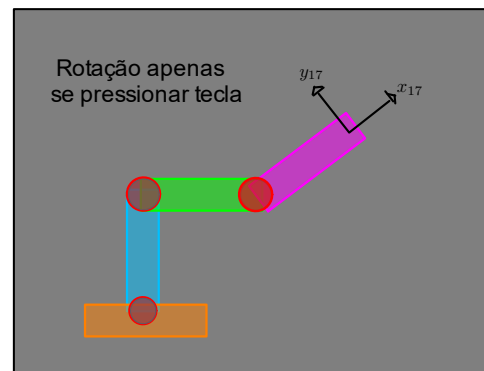


Palma

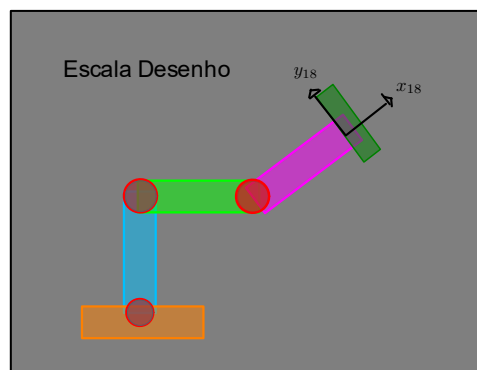
Janela



Janela

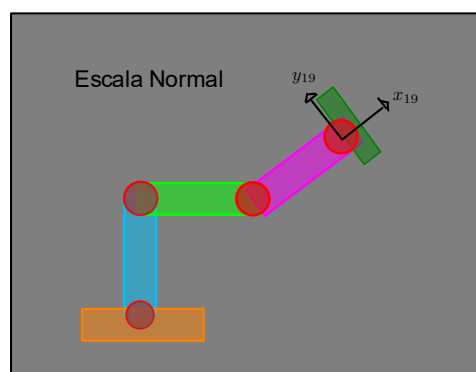


Janela



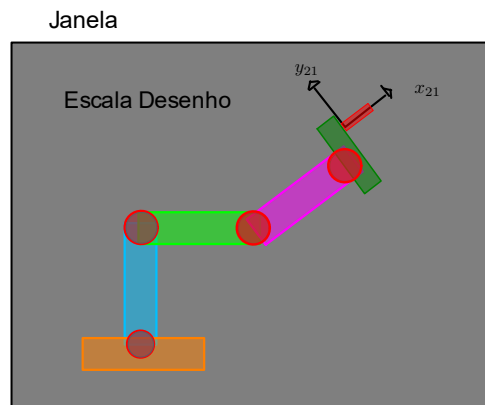
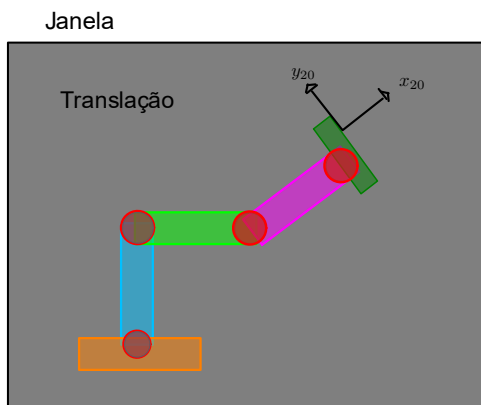
Junção 4

Janela



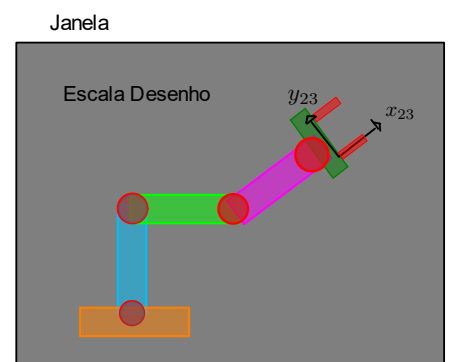
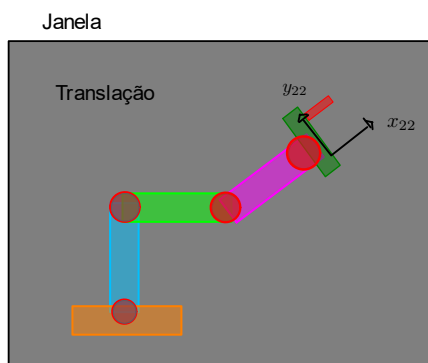
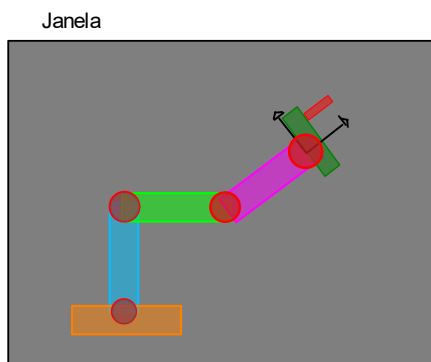
`glPushMatrix()`: Carrega as transformações na memória.

Dedo Esquerdo











`glPopMatrix()`: Inserir na matriz de transformações as transformações salvas.





Dedo Direito



Animações

Pressione as teclas:

-  Gira no sentido antihorário a junta 1 e todos os outros objetos.
-  Gira no sentido horário a junta 1 e todos os outros objetos.
-  Gira no sentido antihorário a junta 2 e todos os outros objetos.
-  Gira no sentido horário a junta 2 e todos os outros objetos.
-  Gira no sentido antihorário a junta 3 e todos os outros objetos.
-  Gira no sentido horário a junta 3 e todos os outros objetos.
-  Gira no sentido antihorário a junta 4 e todos os outros objetos.
-  Gira no sentido horário a junta 4 e todos os outros objetos.

-  Desloca para Esquerda.
-  Desloca para Direita.
-  Desloca para cima.
-  Desloca para baixo.