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1)

Mudando a cor de fundo para amarelo:

```
printf("Motion: (%d, %d)\n", x, y);

void init()

/* Define a cor de fundo (preto) */
glClearColor(1, 1, 0.0, 0.0);

//deixa o fundo vermelho
//glClearColor(1.0, 0.0, 0.0, 0.0);

/* Inicializa as Matrizes do OpenGL */
glMatrixMode(GL_PROJECTION);

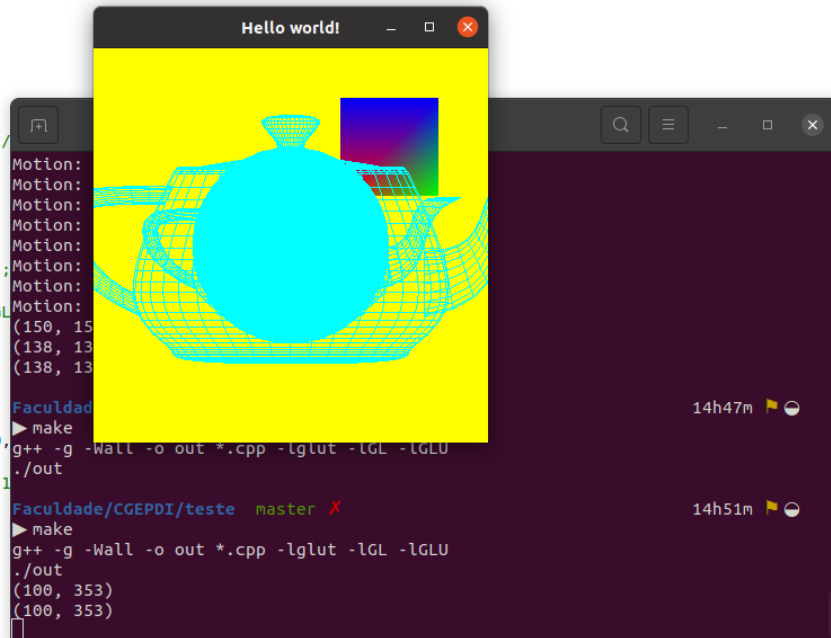
glLoadIdentity();

glOrtho(-1.0, 1.0, -1.0, 1.0, -1.0, 1.0);

//glOrtho(-100, 100, -100, 100, -1, 1);

glMatrixMode(GL_MODELVIEW);

int main(int argc, char **argv)
```



Retângulo maior e magenta:

```
glClear(GL_COLOR_BUFFER_BIT);

/* Desenha um poligono colorido (retângulo) */
glBegin(GL_POLYGON);

glColor3f(1, 0, 1);

glVertex3f(0.1, 0.1, 0);

glColor3f(1, 0, 1);

glVertex3f(0.9, 0.1, 0);

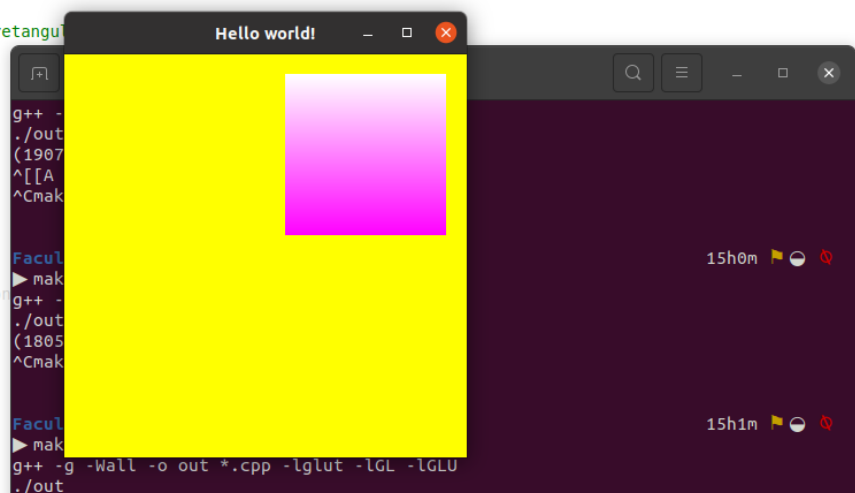
glColor3f(1, 1, 1);

glVertex3f(0.9, 0.9, 0);

glVertex3f(0.1, 0.9, 0);

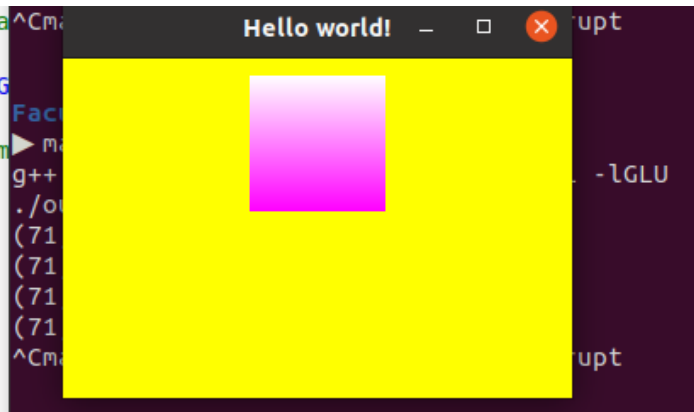
glEnd();

glBegin(GL_LINE_STRIP);
```



Tamanho da janela e visualização:

```
glutInit(&argc, argv); //inicializa
glutInitDisplayMode(GLUT_DOUBLE | GLUT_RGB);
glutInitWindowSize(300, 200); //tam
glutInitWindowPosition(20, 20);
glutCreateWindow("Hello world!");
init();
glutDisplayFunc(display);
```



2)

```
/*QUEM NÃO TEM TETO DE VIDRO QUEA TIRE O PRIMEIRO BUG */
```

```
glBegin(GL_POLYGON);
```

```
glColor3f(1, 0, 0);
```

```
glVertex3f(-0.5, 0, 0);
```

```
glVertex3f(0.5, 0, 0);
```

```
glVertex3f(0, 0.45, 0);
```

```
glEnd();
```

```
/* PAREDÃO DA MASSA */
```

```
glBegin(GL_POLYGON);
```

```
glColor3f(0, 0, 1);
```

```
glVertex3f(-0.5, 0, 0);
```

```
glVertex3f(-0.5, -0.6, 0);
```

```
glVertex3f(0.5, -0.6, 0);
```

```
glVertex3f(0.5, 0, 0);
```

```
glEnd();
```

```
/* PORTINHA PA NÁRNIA */
```

```
glBegin(GL_POLYGON);
```

```
glColor3f(1, 1, 1);
```

```
glVertex3f(-0.12, -0.11, 0);
```

```
glVertex3f(-0.12, -0.58, 0);
```

```
glVertex3f(0.12, -0.58, 0);
```

```
glVertex3f(0.12, -0.11, 0);
```

