Transformations

Aula de matemática a parte...

OnRenderFrame()

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| //Vector4 vec = new Vector4(1.0f, 0.0f, 0.0f, 1.0f);  //Matrix4 trans = Matrix4.CreateTranslation(1.0f, 1.0f, 0.0f);  //vec \*= trans;  //Console.WriteLine("{0}, {1}, {2}", vec.X, vec.Y, vec.Z); |

Agora deleta essa merda que você acabou de fazer que ela não vai servir pra nada

shader.vert

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| --- |
| #version 330 core  layout (location = 0) in vec3 aPos;  layout (location = 1) in vec3 aColor;  layout (location = 2) in vec2 aTexCoord;  out vec3 ourColor;  out vec2 TexCoord;  uniform mat4 transform;  void main() {  gl\_Position = vec4(aPos, 1.0) \* transform;  ourColor = aColor;  TexCoord = aTexCoord;  } |

OnRenderFrame()

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| --- |
| Matrix4 trans = Matrix4.Identity;  trans = Matrix4.CreateRotationZ(MathHelper.DegreesToRadians(90.0f)) \* trans;  trans = Matrix4.CreateScale(0.5f, 0.5f, 0.5f) \* trans; |

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| --- |
| int transformLoc = GL.GetUniformLocation(ourShader.ID, "transform");  GL.UniformMatrix4(transformLoc, false, ref trans); |

Interface gráfica do usuário

Descrição gerada automaticamente

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| --- |
| Matrix4 trans = Matrix4.Identity;  trans = Matrix4.CreateTranslation(0.5f, -0.5f, 0.0f) \* trans;  trans = Matrix4.CreateRotationZ((float)GLFW.GetTime()) \* trans; |

Link: <https://learnopengl.com/video/getting-started/transformations.mp4>