

On affiche des points de la manière suivante :

```
void vertex(GLMmodel *model){
    GLfloat * vertices = model->vertices;
    glBegin(GL_POINTS);
    for(int i=0; i<model->numvertices*3; i=i+3){
        glVertex3f(model->vertices[i],model->vertices[i+1],model->vertices[i+2]);
    }
    glEnd();
}
```

On affiche les triangles de cette façon :

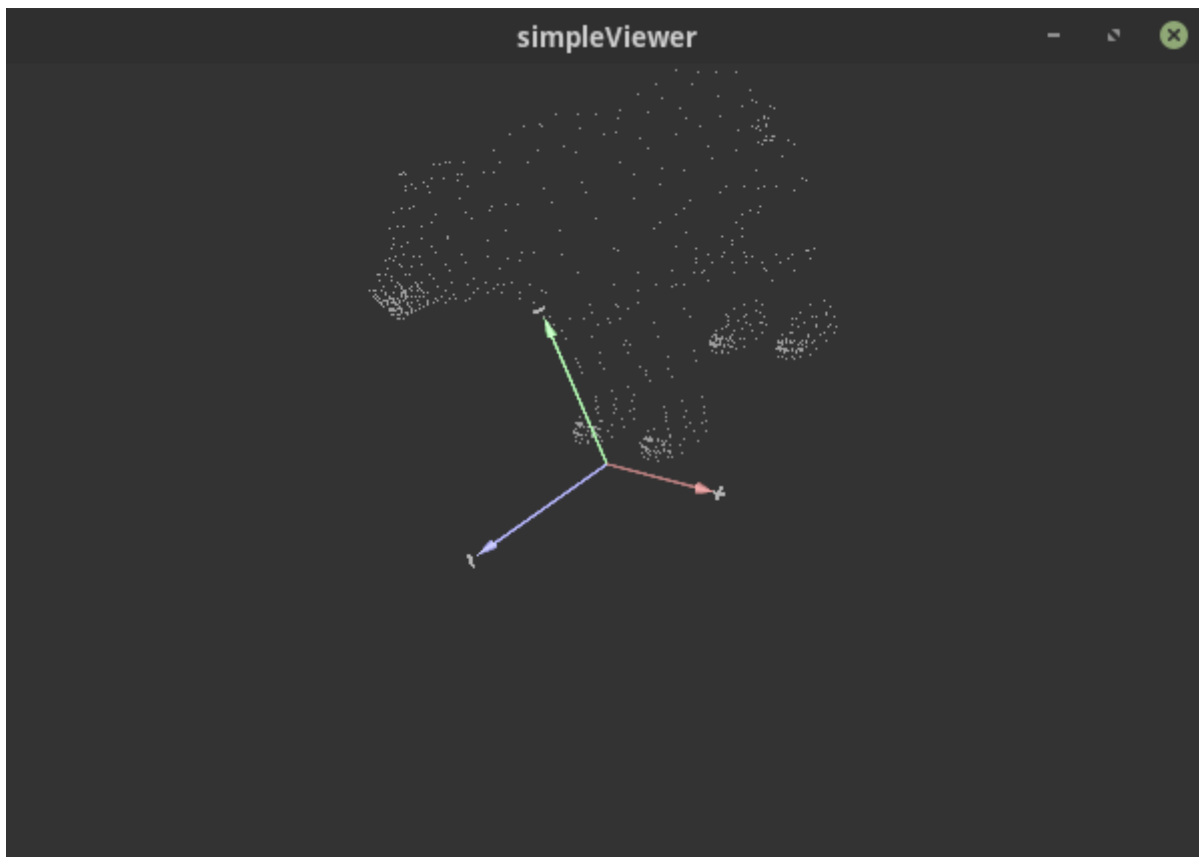
```
void triangle(GLMmodel *model){
    glPolygonMode(GL_FRONT_AND_BACK, GL_LINE);
    glBegin(GL_TRIANGLES);

    for(int i = 0; i < model->numtriangles; i++)
    {

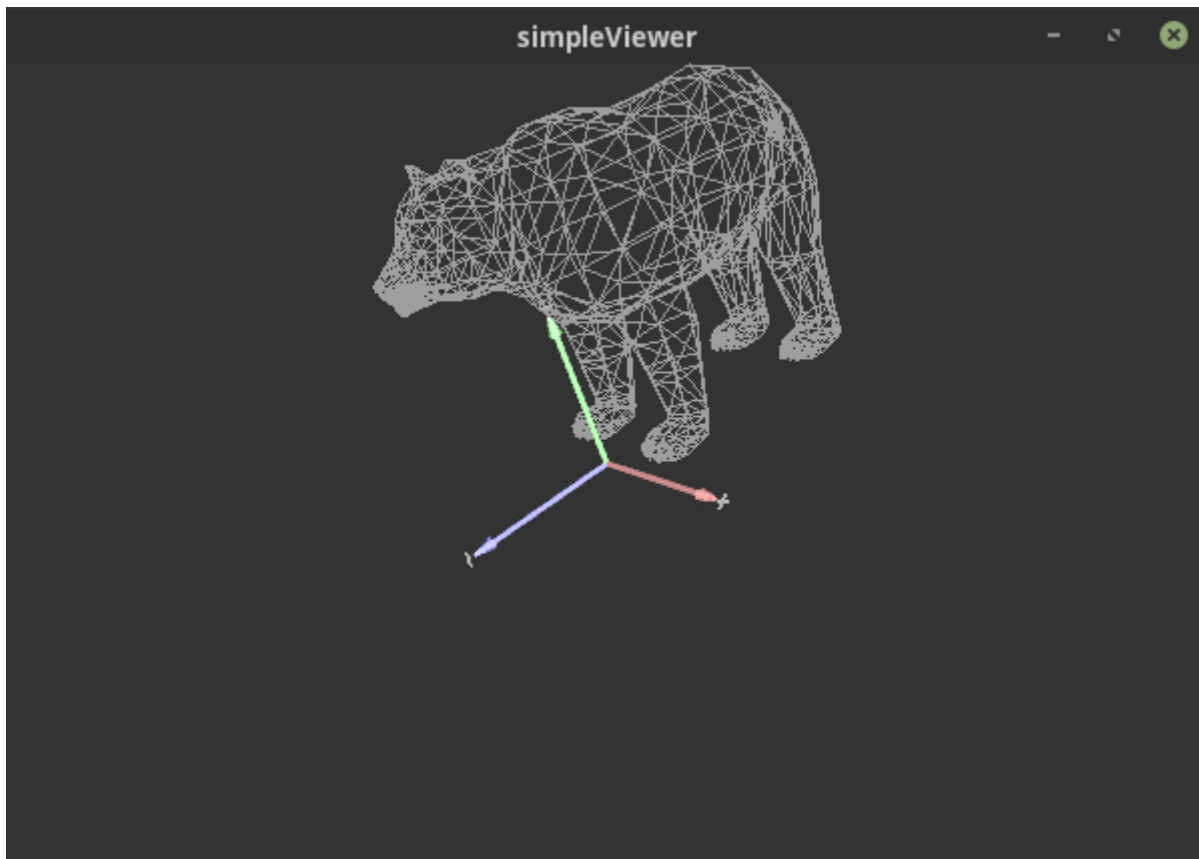
        glVertex3fv(&model->vertices[3*model->triangles[i].vindices[0]]);
        glVertex3fv(&model->vertices[3*model->triangles[i].vindices[1]]);
        glVertex3fv(&model->vertices[3*model->triangles[i].vindices[2]]);
    }

    glEnd();
}
```

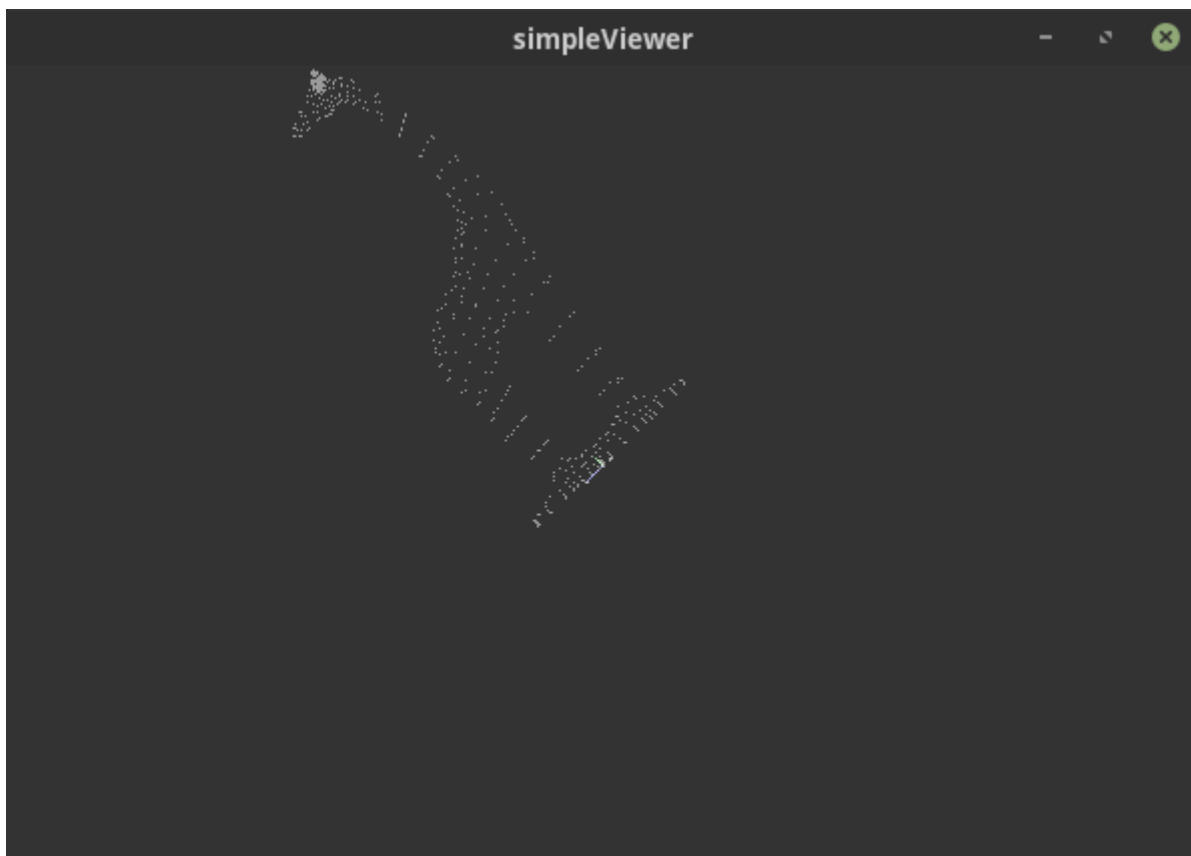
L'ours en mode point :



L'ours en mode triangle :



La girafe en mode point :



La girafe en mode triangle :

