

Práctica 2.

GL_LINES

GL_LINE_STRIP

GL_LINE_LOOP

GL_TRIANGLES

GL_TRIANGLE_STRIP

GL_TRIANGLE_FAN

```
glDrawElements(GL_TRIANGLES, 3, GL_UNSIGNED_INT, (void*)(3*sizeof(float)));
```

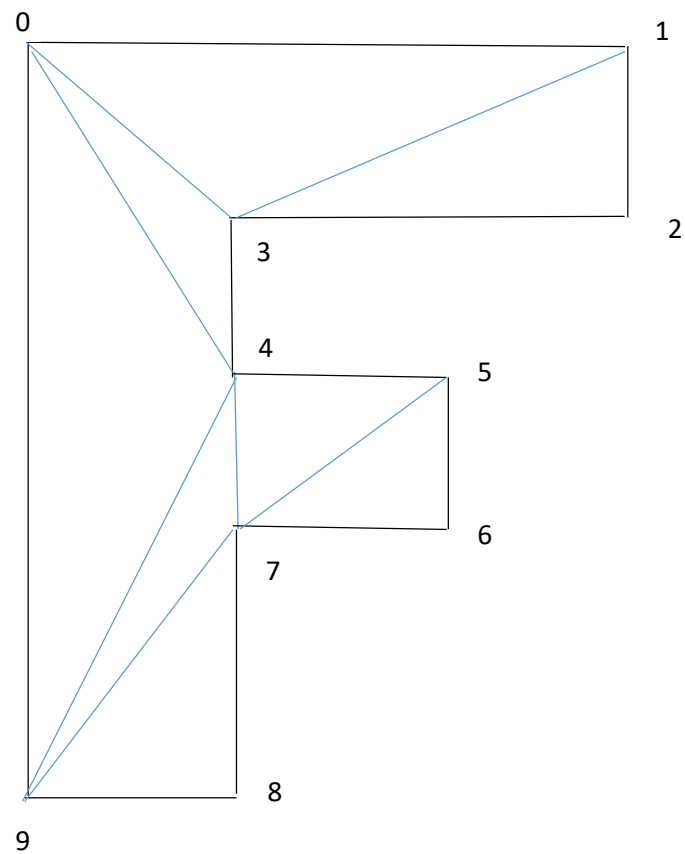


Figura para ejercicio

